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PSM2

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Welcome to

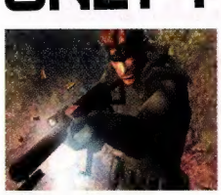
**YOU ARE READING THE LATEST ISSUE OF PSM2.
ONCE AGAIN IT IS THE GREATEST MAGAZINE EVER!**

Hello from E3. As we write this we're relaxing by a pool in Los Angeles. We've a couple of hours spare and wanted to bring you up to date while the backroom boys work on the mag back home. [Great, just pop the drinks down there will you? Thanks.] We've seen every great game of the next year and we've worked illegally long hours to bring you the best PSM2 ever. [Would you mind just rubbing a bit of cream on my back? Cheers.]

Yes, to many people the annual E3 show is one long, all expenses booze-up. An excuse to go crazy with the company credit card and attend a ceaseless parade of wild parties. [You are going to the Sony party tonight, right?] But not PSM2 – oh no – we've got better things to do. [I thought the Playboy Mansion was tomorrow night?] There are deals to be done, games to be played and a frantic appointment schedule that means that every night is an early night [What time's Paul Oakenfold on? 2am?] Yes, we've pretty much played our fingers to the bone. [Higher.] We've really never worked so hard. [*Higher.*] And the instant the show finishes we'll be back on the plane and back in the office working like... [*Oh that's it...OOF!*].

So... [Huh? Ah. The show finished last week y'say? Yes... Er... Well we've got that important... thing... y'see... Um... *rumbled...*]

ONLY PSM2 BRINGS YOU...



E3 2004:

- Scything, clag-stripped news, interviews and screens from the world's biggest game show
- More hands-on verdicts than any other mag
- PSM2 takes you behind the scenes like no-one else can, or dares
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in-depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo – the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voice-over
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- **Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.**
- **We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.**
- **PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.**
- **We feature more screenshots than any other magazine.**
- **We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...**
- **PSM2 – playing PS2 longer, harder, faster. Still.**

"IT'S LIKE LETTING THE DEVIL TOUCH YOU UP TORRENTE AND A BITE OF HIS ICE CREAM" SEE PAGE 26

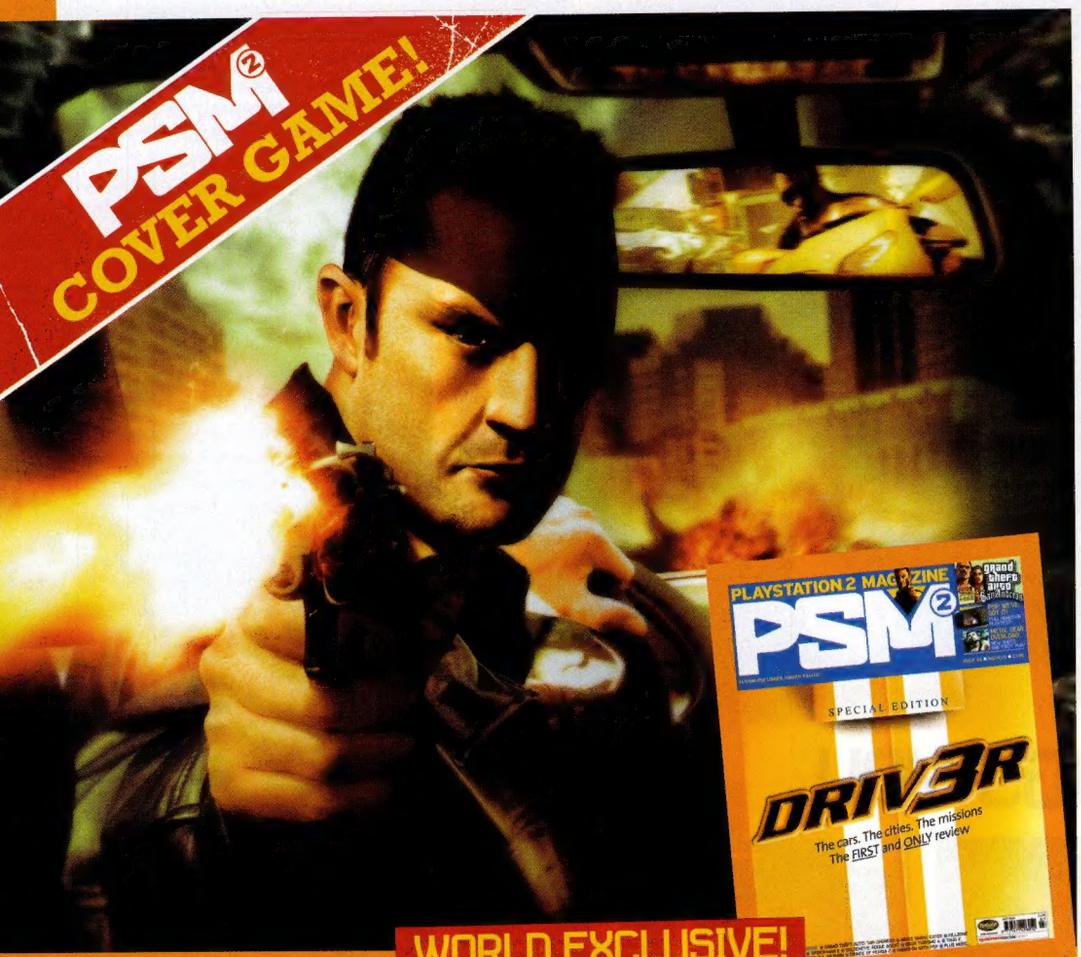
Conte

16 SONY'S PSP IS HERE!
Up close and personal. All the games and gossip on Sony's brilliant handheld. It's like having PS2 power in your pocket.

74 DVD MOVIE REVIEWS
What's hot in DVD-land this month, including Open Range, the new Alias boxset and (gulp) Police Academy?!...

76 PSM2 IS 50!
Yes, your favourite PS2 mag has reached an impressive half century! Join us for a retrospective look at the highs and lows of PSM2 life. Sigh...

You want more?!
How about the first PSP games (page 17) the latest urban game (page 23) a shedload of sexy games and war games (page 26) PLUS 50 new titles (page 24)?



WORLD EXCLUSIVE!

DRIV3R

Bigger than ever. Better than ever? 10-page WORLD EXCLUSIVE review right here!

46

36 CONFLICT: VIETNAM: Fire in the hold! PSM2 gets brutal on Charlie's ass in our in-depth playtest. We love it long time! 1/8

"BOOBY TRAPS ARE DESIGNED TO MAIM RATHER THAN KILL..."

40 SPIDER-MAN 2: Mr Parker swings into action again!

72 WE7: FINAL EVOLUTION: Brand. New. *PES*. Sort of.

THIS MONTH IN

14 ACCELERATOR

E3 special! Packed with the hottest PS2 news, insider gossip and release info.

Gran Turismo 4 15
Prince of Persia 2 15
PSP games line-up 17
Metal Gear Solid 3 18
GTA San Andreas 20
The Real E3 30

nts

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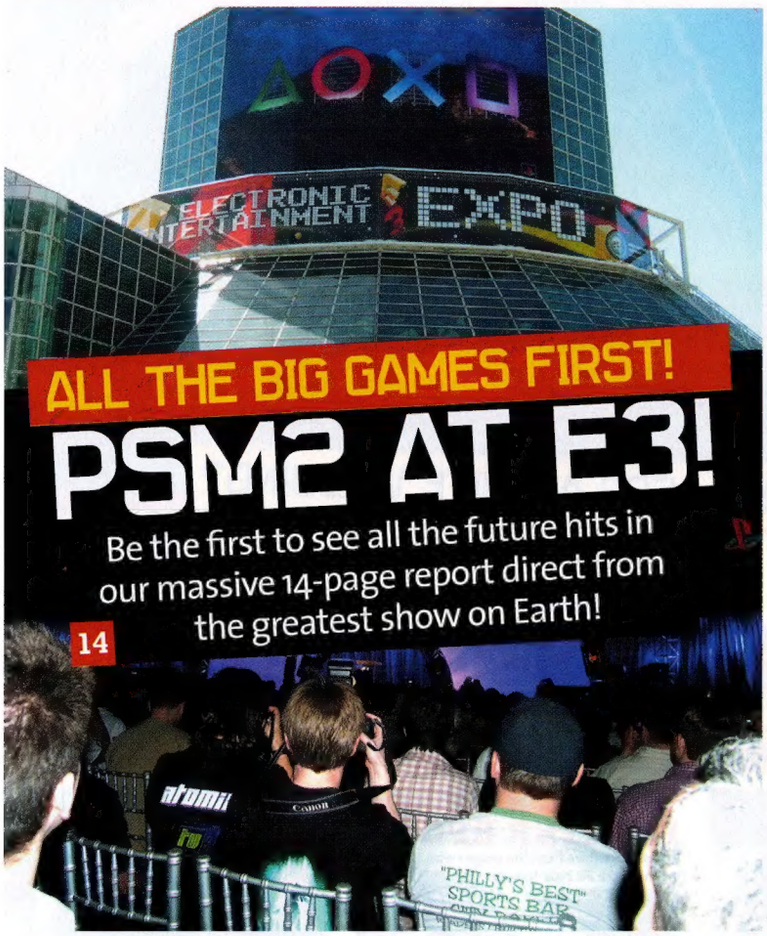


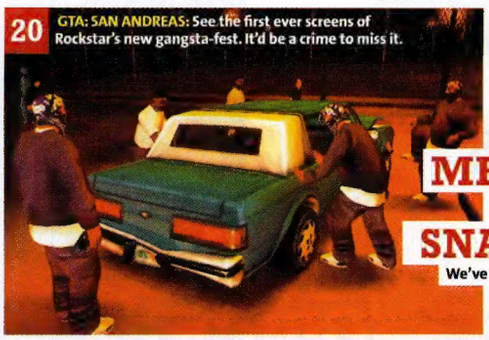
ALL THE BIG GAMES FIRST!

PSM2 AT E3!

Be the first to see all the future hits in our massive 14-page report direct from the greatest show on Earth!

14

20 **GTA: SAN ANDREAS:** See the first ever screens of Rockstar's new gangsta-fest. It'd be a crime to miss it.

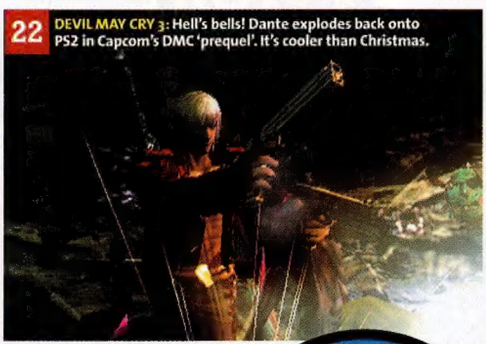


FIRST PLAY! ▶ P18

METAL GEAR SOLID 3: SNAKE EATER

We've finished the demo – and chatted to Hideo Kojima. It's all right here...

22 **DEVIL MAY CRY 3:** Hell's bells! Dante explodes back onto PS2 in Capcom's DMC 'prequel'. It's cooler than Christmas.



19 **GOLDENEYE:** Get the first taste of the Rogue Agent.

YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 100

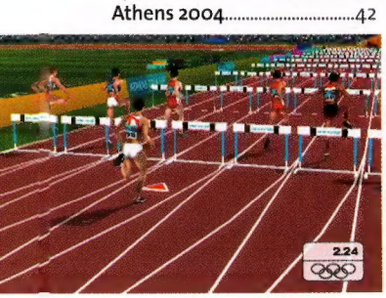
19 **TIMESPLITTERS: FUTURE PERFECT:** Brand new Splitting images from EA.

PSM2 - THE WORLD'S GREATEST PS2 MAG!

36 HANDS-ON

Written by gamers for gamers. We've played every game we preview. And that's a promise.

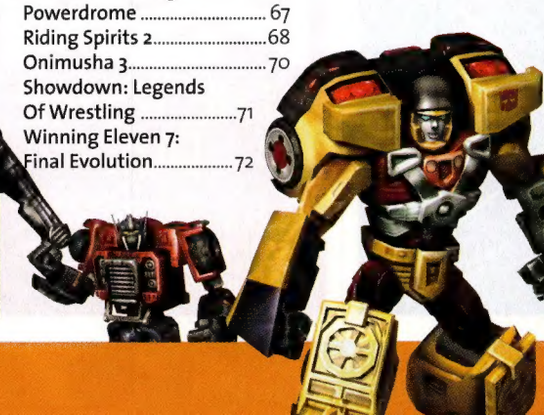
Conflict: Vietnam 36
Spiderman 2 40
Athens 2004 42



44 REVIEWS

PSM2 is 100% independent, which is why we have the *only* reviews you can trust!

Driv3r 46
Syphon Filter: Omega Strain 56
Gran Turismo 4 Prologue 58
Drakengard 60
Way of The Samurai 2 62
MTV Music Generator 3 64
Smash Court Pro Tournament 2 65
Cy Girls 66
Cyclone Circus
Power Sail Racing 67
Powerdrome 67
Riding Spirits 2 68
Onimusha 3 70
Showdown: Legends Of Wrestling 71
Winning Eleven 7: Final Evolution 72



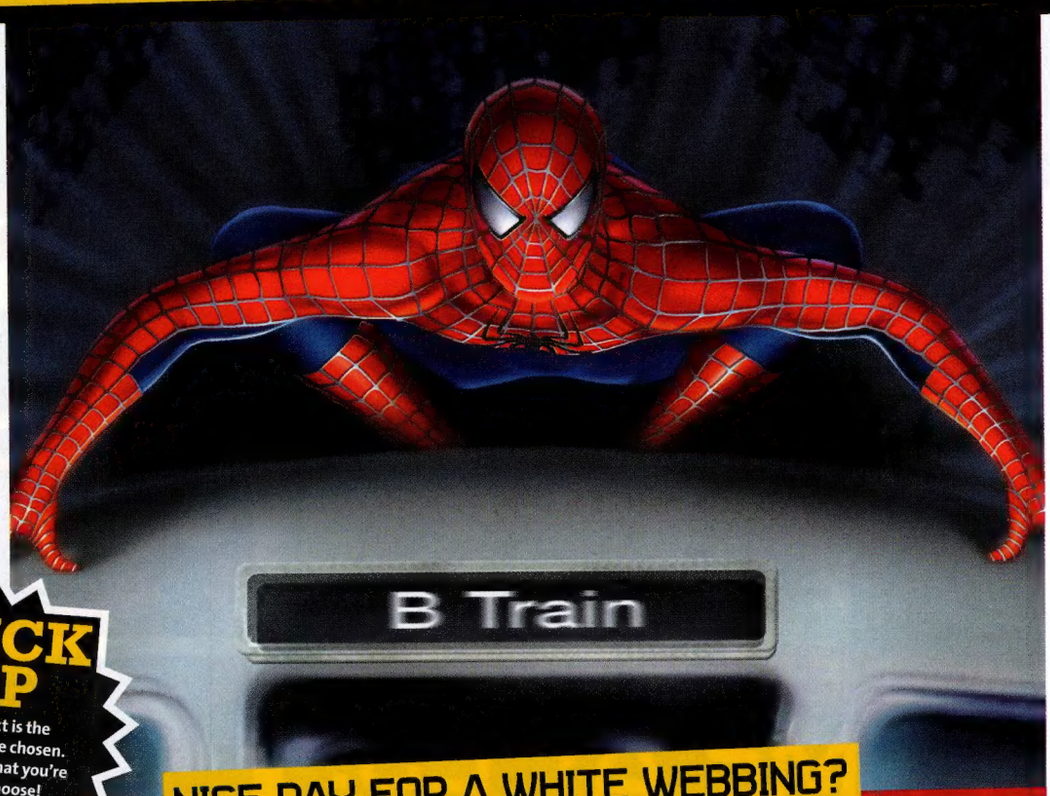
92 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

Hitman: Contracts 92
Fight Night 2004 93
Onimusha 3 93
Drakengard 93
Transformers 94
Pro Evolution Soccer 3 98

On the DVD

THE BEST GAMES ■ THE BIGGEST DISC



HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from. Choose the section you want by highlighting it in orange and hitting ⊗. If you want to return to the Main Menu at any time while watching just press △.

QUICK TIP

Orange text is the section you've chosen. Blue text is what you're about to choose!

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

■ Section Menu: Move over to the menu on the left to choose a different area with up and down.

■ Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.

■ Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

QUICK TIP

If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

CONTROLS

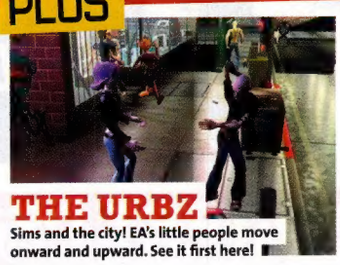
Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:

NICE DAY FOR A WHITE WEBBING?

SPIDERMAN 2

Peter Parker and his arachnid alter-ego return to PS2. See the incredible trailer right now!

PLUS



THE URBZ

Sims and the city! EA's little people move onward and upward. See it first here! ■

VIRTUA FIGHTER RPG

Action adventure from the people who invented the 3D beat-'em-up.

DRIV3R

All-new gameplay footage and fascinating making of documentary.

► THIS MONTH ON PSM2 DVD THE

PSM2 THE PSM2 DVD

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros.
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Ultra Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 100)
- We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot .
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

WATCH IT ON THE DVD VIDEO

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO™

DON'T MISS IT!!
IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

1) SPIDERMAN 2 — Head to Accelerator
2) E3 2004 SPECIAL — Check Out Extras
3) PRINCE OF PERSIA 2 — Head to Accelerator

WHALLOP!

BURNOUT 3

Tyre squealing, fender bending, car killing action from the fastest game ever created. Do not miss this!

DON'T FORGET!

Check out our E3 2004 special in Extras, featuring blistering new footage of these stunning new PS2 games:

Killzone
Gran Turismo 4
Ratchet & Clank 3: Up Your Arsenal
Mercenaries
God of War
Brothers in Arms
X-men Legends
Viewtiful Joe 2

MORTAL KOMBAT: DECEPTION

It's a bloodbath! *Deception*'s incredible fatalities revealed only on PSM2 DVD.

PRINCE OF PERSIA 2

All new far Eastern back-flipping fun.

AREA 51

Top secret bug hunt footage exposed!

WORLD'S BEST PLAYSTATION 2 DISC!

EXTRAS

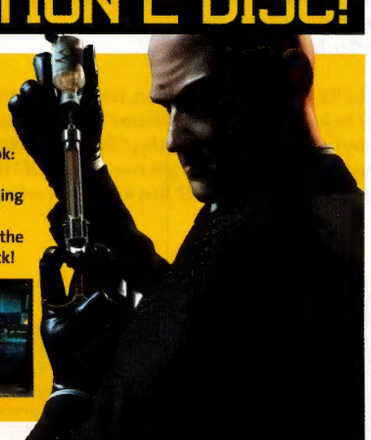
■ Want some more? Here's where it's at:

Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.
Random Factor: Can't be arsed to actually decide what it is you want to watch? Simple, click here and let the disc magically choose something for you to watch.
Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

Last month's secret footage was the stunning intro sequence from the brilliant Hitman: Contracts. To find it, simply head down to the last page of reviews, and press right. Whack!



ACCELERATOR

■ All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

BURNOUT 3

- THE MAKING OF DRIVER 3
- THE URBZ
- SPIDERMAN 2
- VIRTUA FIGHTER RPG
- AREA 51
- MORTAL KOMBAT: DECEPTION
- NARC

COMING SOON

■ The place to see exclusive footage from all the hot games of the future.

DRIV3R

- PRINCE OF PERSIA 2
- ATHENS 2004
- UFC: SUDDEN IMPACT
- SHOWDOWN: LEGENDS OF WRESTLING
- RICHARD BURNS RALLY
- CRIMSON TEARS
- X-FILES: RESIST OR SERVE
- SYPHON FILTER: OMEGA STRAIN
- MTV MUSIC GENERATOR 3

REVIEWS

■ Reviews for every new PS2 game. Complete with commentary from the PSM2 team.

FINAL FANTASY XI

- VAN HELSING
- SEVEN SAMURAI 20XX
- DRAKENGARD
- KATAMARI DAMASHII
- HITMAN: CONTRACTS
- ENGLAND INTERNATIONAL FOOTBALL
- RED DEAD REVOLVER
- TRANSFORMERS
- FIREFIGHTER FD18
- SMASH COURT PRO TOURNAMENT 2
- SERIOUS SAM
- UEFA EURO 2004
- GO GO COPTER
- RIDING SPIRITS 2

PS2 TIPS

■ Footage of expert PS2 players in action. Watch and learn. See the Ultra Dojo on page 100 for more.

THUG

- GTA: VICE CITY
- DYNASTY WARRIORS 3 XTREME LEGENDS
- TIGER WOODS 2004

EXTRAS

■ Special features and extra bonus footage. Plus a hidden secret... can you find it?

- E3 2004 SPECIAL
- SHOWREEL
- RANDOM FACTOR

QUOTE OF THE MONTH: "SOMEONE WITH THAT ATTITUDE SHOULD BE SACKED. NOT TO MENTION THE EDITOR"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

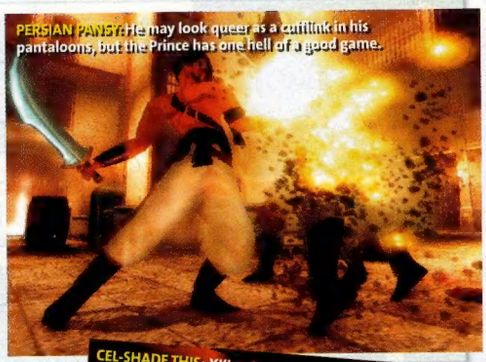
Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

READER'S PARANOIA: "GREAT GAMES ARE IN DANGER OF GOING UNNOTICED"

Dear PSM2,

I am worried about the way original titles are treated. They simply aren't getting the sales or respect they deserve. Take *XIII* and *Prince of Persia*. Did they do well? Oh no. Sadly, what people want is familiarity, with the odd enhanced graphic and new feature here and there. I was disgusted to see James Bond, one of the poorest FPSs I've ever played, top the charts AGAIN. The game has not changed its act – I'm sick of seeing the same crap hyped. Great games are in grave danger of going unnoticed, and most under threat? *Killer 7*. It looks a classic, but it also looks like months before its release, like an endangered species just because it's a little bit out there, a bit different. Now, the obvious counter argument is, what about *Killzone*? *Killzone* is going to be HUGE. And too right, it looks the dog's bollocks. But even this original title is looking like its going to overshadowed by its sister game, *Shellshock Nam '67* which, in my opinion, looks ten times the game *Killzone* will be. And as wonderful as *GTA3*, *MGS3* and *Tony Hawks* may be, they ain't gonna help the original games market either.

Adam Turner-Heffer, Norwich.



PERSIAN PANSY: He may look queer as a cufflink in his pantaloons, but the Prince has one hell of a good game.

CEL-SHADE THIS: *XIII* – another misunderstood and cutting edge title that didn't shatter the charts.

Bond *has* changed its act – it's third person, not an FPS, and better for it. And isn't it a bit early to judge *Killer 7* and *Killzone*'s sales or quality? And a bit odd to dismiss 'wonderful' games as unworthy, *GTA3* as unoriginal? Look, the mass market will always be undiscerning – get over it. Top Of The Pops hasn't stopped the Deftones existing, has it? Just keep supporting great games.

VIOLENCE IS BAD

►Dear PSM2,

I would just like to raise the point about violence in games; reading your review on *The Suffering* drew me to this point. This game just contains an obscene amount of violence, blood, guts and gore. I know it is simply a 'videogame' but it has to have an effect on the younger generations who buy games just for the anticipated splatter of guts. I don't know if it has an age restriction, but this doesn't seem to stop many children getting hold of games such as *GTA*, which everybody seems to own (and love, I may add).

Now I'm not against violence within games as I believe it makes them more realistic and playable – without it, in some cases, it would simply destroy the game. However I do feel that many children seem to be trying to emulate their favourite games in real life (I'm not talking about *PES3*) and perhaps these videogames are influencing kids more than parents know. I just wondered whether you have any thoughts on this?

Mick Grycuk, via email

We knew a boy who broke his leg jumping from a tree house with an umbrella because he'd just seen Mary Poppins. Is Mary Poppins dangerous? Children may copy anything – movies, adults, cartoons, other kids, games – anything. Even

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Or something. Keep 'em coming!

LOAD BEN?

I'm confused, you see I'm a Final Fantasy man. Ben White, Devon

We're confused too. We've never had a fictional character write in before.

HOMODROID

Who in their right mind would want to play as C3PO, cos we all know he's gay? PS: Now do I get my free game? Jon Reid, email

No.

MORE LOVE The mum-threatened stilt walker's reunion got off to a bad start. But, on reflection a haunted prison probably wasn't the ideal location.

SPEAK TO THE TEAM JUNE 18TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday June 18th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"IN JAK 3, DAXTER HAS A FATHER CHRISTMAS HAT ON HIS HEAD"

***PES3*. That's why there are age restrictions already. We certainly don't think there's a need for *new* laws – the existing ones should be enforced properly. Games are not only for 'kids,' and it's time people accepted that. As with DVDs, some will have adult themes and children shouldn't be playing them. And how can you judge *The Suffering* (cert 18) to be 'obscene' if you haven't played it for yourself?**

IT'S YA BIRTHDAY

►Dear PSM2,

Imagine you're sat playing *San Andreas* in early November and *in the game* the leaves on the trees are turning brown and falling off, collecting on the ground. You're playing *MGS3* and you discover you have infinite ammo. Why? Because it's your birthday. In *Jak 3* Daxter has a Father Christmas hat on his head. For one day only. Come boxing day it's gone. Imagine a playable skeleton in the next *Tiger Woods* on Halloween. Fireworks appear in the sky on Bonfire night in *The Getaway 2*. Clocks show the correct time and chime on the hour in *Kingdom Hearts 2*...

My point is that games should make more use of the PS2's internal clock. Yeah, I know that games such as *The Simpsons Road Rage*, *Ready 2 Rumble Boxing: Round 2* and *Parappa the Rapper 2* have cheats that are unlocked by playing on a certain day, but more games should use the clock and in more inventive ways.

Dan Adams, Scarborough

Fair point: even a small amount of such customisation can make things feel special. It's a neat trick that few developers exploit.

MORAL DECLINE

►Dear Sir / Madam,

I today purchased a copy of PSM2, a purchase I deeply regret. Obviously the majority of readers of such a magazine are of the younger generation, being a magazine reviewing PS2 games. With that in mind I can't believe you can be irresponsible enough to allow it to be distributed in it's current state. The following words are scattered through its pages – shit, twatting, fuck, etc. For those of us that bother to make an effort to teach our children a sense of decency and moral value, it's infuriating that the people responsible for the magazines published by people like yourselves seem just as keen to see kids growing up rude and foul-mouthed. One of the writers states "Now we love a bit of foul-mouthery" (*Fallout*, page 71). That much is blatantly obvious, and someone with that attitude should be sacked. Not to mention the editor who has obviously given each article the all clear. Needless to say, my first purchase will also be very much my last. I live in hope that maybe one day you might become aware of the influence you can have on the younger generation and start acting appropriately, either that or Future send you packing (preferably the latter).

Martin Arscott, Plymouth

We actually said, "We all love a bit of foul-mouthery, but *Fallout* is just abusing its mature rating." Ignoring the obvious *meaning* of this makes your argument seem desperate, Martin. PSM2 is bagged with a 15-rated DVD, meaning it can't legally be sold to young children, and the majority of our readers are 16-20 years old. Are you seriously saying that their minds will be warped, their morals destroyed, by the words 'twatting brainless opposition'? Or are you just pompously appointing yourself as a 'moral' judge for people you don't understand? If you are, perhaps you could concentrate on something more useful than a few 'rude' words? Surely morality concerns actions, not language.

POTTY-MOUTH *Fallout: Brotherhood of Steel* is one of the swearliest games we've seen, but it's a load of

DEATH TO DOBBIN

Horses can be sniped and their heads shot off. Joseph Shaham, email **Move along, there.**

BAUBLES

It's like Christmas every month when your mag is released because it purely is "that damn good".

Liam Munro, email **That's "damn kind" of you to "say so".**

DUMBFOUND

I also stand with my jaw open and a shocked expression on my face. M Dunphy, email **Also? You mean there are others?**

SNAKE HEATER

In MGS3 they should have Snake start to scratch his arse or pick his nose OR BEGIN TO AGGRESSIVELY RUB AT THOSE UNMENTIONABLE AREAS. Sean Gallagher, email **Argh! You mentioned them!**

WHO?

Make me famous!! Arran Channell 13 **Sadly, there seem to be 12 other Arrans to make famous first.**

Arran Channell 7 is already big in Asia, for instance.

FACT HUNT

Um, wasn't Van Helsing played by Hugh *Jackman*, not the Hugh Janus your compo claimed it was? Mike Hock, email **What are you saying?**

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

WAR OF THE WORLDS: The unmistakable beady eyes of a Helghast trooper in the much-hyped *Killzone*.

"ARE YOU IN LEAGUE WITH EACH OTHER?"

INTERNUTTER

►Dear PSM2,
In the *Killzone* feature you said the shabbiest, most illiterate site gets a prize. My site is really crappy (homepage.eircom.net/~nohand). Please visit it or I'll slash my wrists and hang upside down in my shed weeping until I die of blood loss. You don't want to be responsible for my death, do you?
Rozzer, via email
Can we get back to you on that?

PERFECT CRIME

►Dear PSM2,
Do you think one day there'll be a game that scores the full 100 percent?
Paul Grundy, Chester
Hmm, good question. Does 100 percent mean 'perfection', or just that a game's as much fun as it possibly could be at that time? Films regularly score 100 percent without anyone blinking an eye (usually as five stars out of five), but gaming's more hung up on numbers... but of course, we score out of 100 for a reason – a finer grade of expression. And as you creep nearer 100, you *do* look for an almost unbroken brilliance... so, although we never say never, it seems unlikely. Even *Vice City* 'only' scored 97 percent, after all.

I AM JACK'S RED FACE

►Dear PSM2,
I read your mag every month and really like reading the letters. I also read your 'sister' mag, OPS2, and realised you've both given free games to the same person. In #48 of your mag you awarded star letter to Michael Glass because of his letter about *Fight Club*, and in OPS2 #46 Michael also won for the same letter. I mean what does he do, make a letter and send it to every mag hoping it will be printed in one?
Alan Barr, Co. Antrim
Er, you haven't sent this letter to anyone else have you? You're quite right, the sneaky swine managed to get into both mags, ironically by posing as the same person twice.

CODE RED!

►Dear PSM2,
I was wondering why your address is the same as Gamesmaster's. Is it a conspiracy? Are you in league with each other? Do all PS2 magazines come from one big government building created to encourage kids to play games which warp our minds so we can be used as a mindless army? Or am I just reading too much into this? Please explain because I'm losing a lot of sleep over the matter.
Darren Lugg, Bristol
Don't move. Someone will be round shortly.

►ASK THE PSM2 ROBO-MIND

Technical question? Man cannot outwit the Transistors Of Truth...

LINUX-SCHMINUX

►Dear PSM2,
Two things, you mechanical man. Firstly, I have an astonishingly high forehead and understand the true power of Linux. Secondly, is there a way to run it on PlayStation 2? I've heard there is, and it's very rare that I'm wrong.
Ralph Yaffle, Chertsey

RE-SPEC

►Dear Robo-mind,
My brother won't shut up about PSP, claiming it's the best thing 'since sliced bread,' despite heavier-than-air flying machines clearly being better than sliced bread, which kind of undermines his argument right there. I've now convinced him to at least claim it's the best thing since the highly advanced Eurofighter, but still can't really believe he's talking anything but gibberish. I'm close to violence and recently bent his bike in half. From his claims, PSP seems to do everything except wash dishes and lock on to automated GPS landing beacons – please help me before I do something I can't be tried as an adult for. Is he right? Can it really be that good?
PS: Seeded wholemeal batch rocks.
Andrew Costain, email

DISC READ ERROR

►Dear PSM2,
I bought *The Getaway* on Tuesday but can't get it to run at all. I've tuned the telly in and made sure the scart lead's plugged in at the back. The game is definitely the PAL version because I bought it in Wave Of Consolation, and that's in Frome (UK). Somebody said I need to download a patch but I can't see why, the cellophane on the box isn't torn at all. Help!
Sergei Orlov, Frome

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PLAYSTATION 2 MAGAZINE
PSM2

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Daniel 'Handheld' Dawkins
Jorin 'Battery' Sievers
Daniel 'Backlit' Vincent
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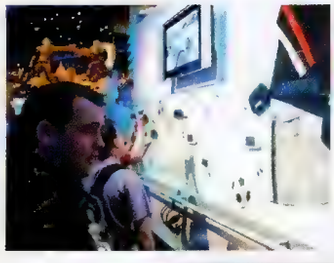
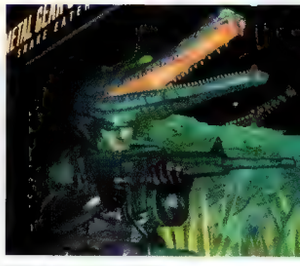
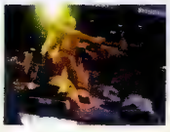
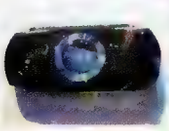
E3 2004 – LIVE AND DIRECT FROM THE BIGGEST GAMES SHOW ON EARTH!

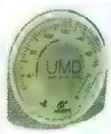
Let's not pull any punches – this is the big one. It's the **Electronic Entertainment Expo** in Los Angeles. AKA **E3**, it's the place where **every new game is playable** and every **major announcement** is... announced! Once a year **PSM2** decamp to the Hollywood hills and write the **best E3 report** in the business. **This is 2004**...











HELP ME HONDA: To earn the top motors you'll have to prove your worth in these.

Publisher: Sony
Developer: Sony ETA: October

GRAN TURISMO 4

We know **Prologue** inside and out so what's new from the **full-fat GT4**? What? **Photo** mode?!

With the game playable on the show floor (more below) it fell to Kazunori Yamauchi to upset the gamebeans at an exclusive behind the scenes chat. GT4 has a new GT Photo Mode that allows you to take snaps of your cars mid-race, store, share and print them via a USB printer! Oh and there's the small matter of GT Online Mode too...

There are 100 courses (including the legendary *13-mile long* Nurburgring – the most famous test track/race course on Earth) and 'more than 500' vehicles. So far so great but the real meat of Kaz's comments concerned the ability to race against five other real players online (six in total) with full chat capability. There'll even be a special online 'hub' where players can meet, chat and compare garages.

The Photo mode is a novel (but fluffy) add-on. You can place your car in any of the game's locations and conduct photoshoots... Odd. But how does it play? Like a dream. We'll have lots more next month.

"IT INCLUDES THE 13-MILE LONG NURBURGRING – THE MOST FAMOUS TEST TRACK ON EARTH"

PSM RECKONS

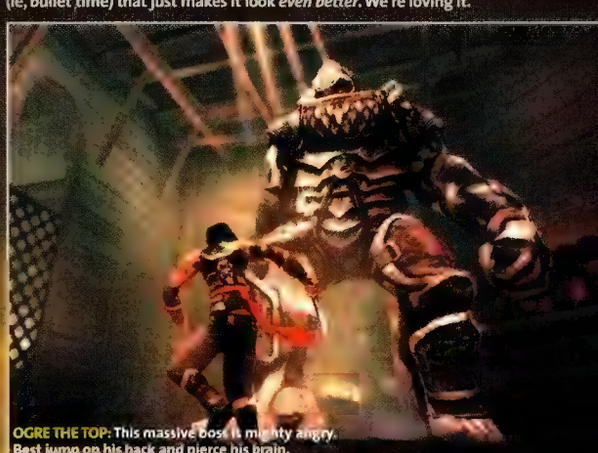
We plumped straight for the Nurburgring and headed out on a multi-player battle. Unfortunately Sony once again insisted on equipping the pods with official Logitech wheels. We much prefer a pad thanks – that said Yamauchi-san had no problems... We were surprised by the presence of BMW's new 1-series but opted for their M5. We wanted to win after all...

Prince Of Persia 2

■ Publisher: Ubisoft ■ Developer: Ubisoft ■ ETA: September

Seen the trailer on the DVD yet? Very Pirates of the Caribbean, we're sure you'll agree. Apart from the Prince's 'gritty' new look – OK, a straggly beard and more frowning – the big change is the limb-lopping combat (often cleaving foes in half) and decapitations. We didn't expect this to be one of our top 10 games of E3 games but...

It's all thanks to the graphics first of all. Distant objects are blurred with near action pin-sharp. The camera flips around to give you cool cut-scenes every time you defeat an enemy and improved intuitive controls mean that it's as easy as a few button presses to back flip off scenery and swat some shmuck's head clean off. There's even a 'new' slow-down mode (ie, bullet time) that just makes it look *even better*. We're loving it.



OGRE THE TOP: This massive boss is mighty angry. Best jump on his back and pierce his brain.

PSM RECKONS

The level design ditches the ball-breaking leaps of old. You can now pelt along chucking yourself off edges, swinging from ropes and the game just *knows* what you want to do. (ie, look really cool). A highlight we played was a boss battle in which we had to jump on a giant knight's back and twat him about the head. Despite his frantic attempts to shake us off the camera stayed cool and we were in full control throughout. Is this the best platformer ever? Could be.

Publisher: Sony
Developer: Sony ETA: 2004 Japan/US, 2005 Europe

SONY "JACK INTO CYBERWORLD!"

Sony talk PSP, 'monetizing' online gaming and CELL processors before things get all skynet and scary... It's their weirdest and most boring E3 conference *ever*!

With PSM2's Dan G shifting excitedly in his seat – "Ooh, PS3, PS3!" – Sony America boss Kaz Hirai (of All Seeing Hirai 'fame'), strolled on stage, clad in the same shirt he's been wearing since time began, to talk numbers. And talk numbers he did, for *ages*. He explained how the PS2 has sold around 71 million units since it first went on sale, and how he expects it to sell even more. Great, but can we see PSP now please?

After blathering on – and on – about online gaming, Kaz brought out Insomniac's Ted Price who showed a *very boring* twenty-minute *Ratchet 3: Up Your Arsenal* demo like it was the only online game, like, ever... Kaz continued his lauding of PS2's online connectivity for twenty *painful* minutes, all accompanied by slides saying things like 'Monetizing Online Gaming' and how by *charging* for server access, more people will go online. We reckon he's talking out of his arsenal.

And then it hit – Kaz held the PSP atop his bonce and was met with... silence. An excruciating, cold, hard silence of David Brent proportions. And then there was a bit of a clap, out of politeness. It's a beautiful thing though – and we saw it run proper, hi-res video footage, followed by a show reel of the games it'll feature upon release. Among these were *Metal Gear Acid*, *Gran Turismo Mobile*, *NBA Street* and many more. The screen is gorgeous – "prime real estate" reckons Kaz – and the sexy black casing's shiny like the sun. So shiny, in fact, we though it was 'made of mirrors' before our eyes started working properly.

"KAZ HIRAI HELD THE PSP ABOVE HIS BONCE AND WAS MET WITH... SILENCE"

Then, after a horrible, gushing appraisal by EA's Don Mattrick, *the most boring man in existence*, Sony's head of technology, came out and started banging on about the 'CELL Processor' and how it can reconfigure 14c axis nozzles on a 3.3cdi basis... (whatever, mate – just show us the games). The CELL will be the backbone of PS3, but the reams of baffling, impenetrable techno-babble made it ultradull. And then he says you'll be able to "jack into the cyberworld". No shit. After that, the conference ended and everyone wandered off. No real games, then – but PSP looks the nuts.

Kaz Hirai's Specs Appeal

"Evenin' ladies – you already know that PSP's a right beast, but just what's cooking under its fingerprint-smeared bonnet?"

32mb RAM (with 4mb of DRAM)
480x272 pixel high-resolution LCD screen
16:9 aspect ratio
16.77 million colour display
USB 2.0 compatibility
2mb eDRAM @ 2.6gb/sec
5giga operations/sec
3D multi-channel sound
Sony Memory Stick compatible
Wireless LAN (i802.11)

"What does all this mean? Don't ask me, I'm just a bloke in a shirt – but trust me when I say that PSP is the Godmother of handhelds!"

PSM2 RECKONS

It's a beauty. It feels solid like granite and smooth like butter. It's everything you hoped it would be. OK, so it's big (too big to wear around your neck) but that's so it can house the brightest screen we've ever seen. The analogue stick/button is a miracle – tiny but offering the same control as a full size stick. Once they put a proper recordable UMD slot in PS3 (so you can get your CDs and DVDs onto the thing) they'll have cracked it. Price? We're praying for £199. But...

PSP HANDS-ON!

PSM2 plays PSP. Sony unveils killer list of great-looking PSP games already in development. Nintendo dirties its oily kegs.

It's 170mm by 74mm by 23mm and on a full charge it'll play games for 8 hours or films for (gulp) 2.5 hours... A USB port allows connection to a computer and add-ons from cameras to GPS sensors. There's an infrared port for easy comms with phones etc and a memory stick duo slot for getting your data into the thing. Let's not forget though, the UMD discs (loaded by a hinged compartment on the back) are not recordable so forget about playing your DVD and choons unless you can squeeze them onto that skinny 128Mb stick. The games look great but do you want to buy all your movies and music again just to play it on PSP?

Choose memory stick or infrared access here
The chunky L & R shoulder buttons are see-through
Speakers lurk under this grill
USB and infrared ports live here
The nipple-like analogue stick feels great
The headphone port is here
Select music, video, menu and volume options here
Power/Hold and the familiar PS 'shape' keys

THE BIG 10:

Metal Gear: Acid (working title) – Konami
Excitingly, this is an all-new 'gear' game for PSP. It's a strategy/action game with you guiding Snake via a list of orders. Looks magnificent already.

Devil May Cry (title TBC) – Capcom
With DMC3 on PS2 looking like the sexiest thing since Kate Beckinsale squeezed into those leather strides, this is a premium Japanese brand to have on board.

THUG 2 – Activision
Complete with stunning graphics and the self same slo-mo mode, 'tagging' ability and other new nifty stuff from THUG 2 on PS2, this is going to be immense. It's ideal portable gaming fodder.

New Ridge Racer (title TBC) – Namco
All new Ridge on PSP. And it looks like Namco's decided to ditch the 'realism' angle of the (frankly crap) R Racing in favour of a return to the arcade drift.

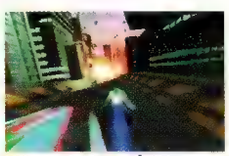
Tiger Woods PGA Tour – Electronic Arts
Given the sheer brilliance of Tiger on PS2, we're really looking forward to being able to play it on the move. The animation and environmental detail look great.

Pro Evolution Soccer (title TBC) – Konami
Admittedly, we're not entirely sure whether this will actually be a *PES* game, as all that's been announced by Konami is a 'soccer title'. Still, it's got to be. Hasn't it?

Gran Turismo 4 Mobile – Sony
We're finding it hard to believe that this screen is a genuine PSP shot. The video running on the machine had to be a video of PS2 code. No really. Surely?...

Need For Speed: Underground (title TBC) – EA
We've seen Underground moving and the speed is mind-blowing. The detail level's great too, though it was just a dev-kit video.

Spider-Man 2 (title TBC) – Activision
Due to a total absence of info, it's currently unclear whether this will be a version of the Spider-Man 2 movie tie-in or an original title. It looks like a mix of both.



Wipeout Pure (Title TBC) – Sony
Hopefully the PSP will see a return to form for Wipeout. Textures in the video shown at E3 gave it a pleasingly sci-fi look. And there's a long way to go yet.

AND NOW FOR THE REST...

Here's an exhaustive list of all the other games already announced for PSP at the time of going to press. With 99 developers worldwide apparently hard at work on titles already, we're going to be spoilt for choice come PSP's spring 2005 UK release. Many are slightly obscure, being Japanese-developed, but rest assured we'll bring you news of the more familiar Western-developed titles as soon as we can. Bring on the games...

BANDAI
Gagharv (title TBC, RPG)
Mobile Suit Gundam (title TBC, mech game)

CAPCOM
Darkstalkers: Vampire Chronicle (beat-em-up)
Viewtiful Joe (title TBC, action)

EA
NBA Street (famous sports title)
NFL Street (famous sports title)

FROM SOFTWARE
Armored Core Formula Front (mech game)

GENKI
Tokyo Xtreme Racer (driving)

HUDSON
Tengai Makyo Series (title TBC, RPG)
Bomberman game (title TBC, action)
The Tower of Purgatory (Sci-fi action/RPG)

IGNITION
Mercury (puzzle game)

KOEI
Shin Sangoku Musou (Dynasty Warriors)
Strategy Game (title TBC)
Table Game (title TBC)

KONAMI
Frogger game (title TBC)
Ys VI: The Ark of Napishtim (title TBC, action)
Baseball game (title TBC)
Mahjong Kakutou (title TBC, table game)
Meikyu Tansaku Gata Monster (title TBC, FPS)

NAMCO
Tales of Eternia 2 (RPG)
Puzzle game (title TBC)

NIPPON ICHI SOFTWARE
Makkai Wars (title TBC, simulation RPG)

PLAYLOGIC
PSP Racing (title TBC)

SUCCESS
Kumo nofu Raibo (adventure)
Sho Mate (table game)
Zooo (puzzle)

SQUARE ENIX
Final Fantasy VII: Advent Children (not strictly a game, rather a CGI Movie being released on PSP UMD format)

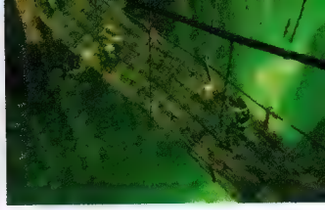
SEGA
Puyo Puyo Fever (puzzle game)
Project S (title TBC, genre TBA) a Sonic game?

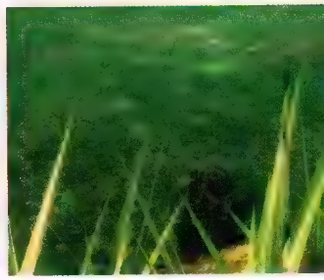
SONY
Ape Escape (title TBC, action)
Tenken Chimon (title TBC, action RPG)
Doko Demo Issho (title TBC, speaking game)
Everybody's Golf (title TBC)
Twisted Metal World Tour
ATV Offroad Fury (title TBC)
Hard Corps (title TBC, vehicle combat)
Medieval (title TBC, action)
Fighting Spirits (Beat-em-up)
World Rally Championship (title TBC)
Ice Hockey game (title TBC)
Basketball game (title TBC)
Syphon Filter: Logan's Shadow
Formula One (title TBC)
This Is Football 2005

TAITO
Puzzle Bobble (puzzle game)

YUKES
Pro Wrestling (title TBC)

NO PUBLISHER
Death Jr. (action)
Zero Hour (action)





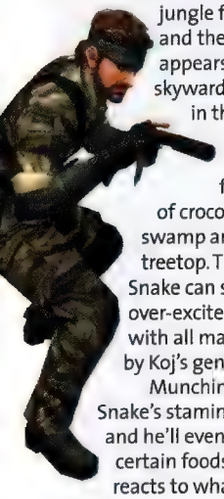
Publisher: Konami
Developer: Konami ETA: Spring 2005

METAL GEAR SOLID 3: SNAKE EATER

New screenshots, characters revealed, a new trailer, gameplay exposed, and someone's nicked the demo from the show! It's all action on the Snake Eater front.

Allow us, if you will, to take your eyes and ears into Konami's pre-E3 conference where Mr Metal Gear, Hideo Kojima, is demoing the shocking new *MGS3* trailer *as we speak*. Anticipation is bubbling. This is truly an *event*, and the rousing cheer as Kojima takes to the stage is testament to that. He's here to present a new ten minute *Snake Eater* trailer and play us through a portion of the game. He picks up the pad, and a respectful hush washes over the audience...

The demo begins with Snake in the thick of the jungle. Koj informs the crowd that the three key gameplay features in *Metal Gear 3* are "Close quarter combat, camouflage and food capture," and then begins demonstrating some of the ways in which Snake can procure rations in the game. Firstly, Snake is alerted to a patch of mushrooms growing on the jungle floor. He cuts them with his knife and they turn into a ration can, which appears in the inventory. Next he looks skywards and spots some lemons growing in the foliage, which he shoots down and which also turn into rations. He then repeats the process with a frog hiding in some tall grass, a pair of crocodiles swimming around in a muddy swamp and a magpie that he snipes from a treetop. This is but a glimpse of the fodder Snake can survive on, and already we're completely over-excited at the prospect of filling our ration cans with all manner of beasties. We're feeling stupefied by Koj's genius as he continues.



Munching certain types of jungle cuisine raises Snake's stamina more than others, and he'll even develop a taste for certain foodstuffs. He even reacts to what you feed him vocally – groaning at a mouthful of frog or mumbling his approval when you shovel some tasty mushrooms down his gullet. Koj then makes him vomit by spinning him around after a hearty meal – brilliant!

The teaser showed off some characters, and it also confirmed that the scripts we revealed last issue are absolutely genuine. The footage also showed a young Revolver Ocelot, some scary boss men and a Sniper Wolf-style femme fatale. This is shaping up to be something very special indeed.

SHIFTING BRICKS: The brick-themed camouflage comes in useful for sneaking around the abandoned factory.

"KOJ EVEN MAKES SNAKE VOMIT BY SPINNING HIM AROUND AFTER A HEARTY MEAL – BRILLIANT"

PISTOL WHIP: Snake's trademark silenced pistol is back in action, as you'd expect from a stealth game.

Kojima Interview!
Flip to page 28 for the latest from the *MGS* master!

PSM RECKONS

What else can we say? Just look at these screenshots! The complex camouflage system, innovative food capture features and jungle setting are absolutely brilliant. You can also expect an intrigue-filled plot, Koj's trademark stealth action and some truly magnificent set-pieces that show off the stunning graphics engine. We really can't get enough of *Metal Gear*.

CROCODILE DUNDEE: This hat may seem ridiculous, but it's ideal for avoiding sky-based patrols.

FREEDOM OF LEECH: This scene in the trailer sees Snake covered in leeches after crawling through a swamp.

CHOPPER SUEY: Snake mans a turret and takes down two choppers and several weird sci-fi 'air bins'.

MGS3 RUMOUR CONTROL

Don't believe a thing until you've heard it from us

The trailer we saw confirmed that both Sokolov and Eva (characters revealed in the *Sons* last issue) are definitely in the game. Eva's a sexy Sniper Wolf-style partner and Sokolov is indeed the guy you're sent to rescue, being the inventor of Metal Gear who now wishes to defect to the west. The '60s setting is also a definite, and there was even a brief flash of Snake weeping over a grave in full military garb with an eye patch on. Chances are this isn't the Snake we know, but one of the clones, or even Big Boss himself. All will become clear shortly.

UNDER THE INFLUENCE

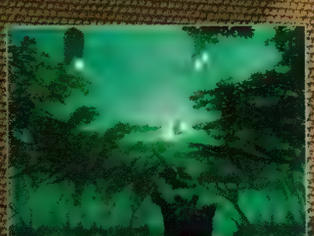
The game's intro sequence has been designed by Kyle Cooper, the bloke who cobbled together the intro for David Fincher's *Seven*. There's a very James Bond-esque theme song running over it. The music, time period, espionage, bad Russian men and grave scene all smack of the 1960s Bond films, and we already know that Koji is a fan, so the movies have to be a direct influence on the game.

THREE'S A CROWD

The assembled punters went mad for the *Gear* and whooped their approval at the ensuing explosion when Koji lobbed a grenade inside a croc's mouth. The excited stir in the audience couldn't be missed, and there was a general smattering of cheers, hoots and yee-hawing as the presentation continued.

EXPLOSIVE ACTION

One scene saw Snake shooting down a Hind helicopter, and the resulting explosion was brilliant – probably the best ever seen in a videogame. There was also a scene involving some weird hovering 'air bins' that shattered into a cloud of shrapnel when destroyed. There's no doubt that *Snake Eater*'s a looker.



METAL GEAR'S STOLEN

In a move worthy of Solid Snake himself, some sneaky bugger nicked a copy of *Snake Eater* from the camo-themed E3 stand. He smashed the perspex case, nabbed the disc and took off. What is it a crazed American fanboy or Boris Volkov of the Russian mafia looking to make a mint? Whatever the case, *Snake Eater*'s out there. Somewhere.

GUNNING FOR GLORY

The best FPS games at the show

Killzone

■ Publisher: SCEE ■ Developer: Guerilla ■ ETA: October

Killzone revolves around a war between two rival factions of humans; the Helghast (bad men) and the ISA (nice men). The game will feature 11 single-player missions, 21 weapons and five types of emplaced weapon (turrets, for example). The three levels at the show were set in the trenches, the city slums and an abandoned station. The trench level was the least convincing but the gritty sci-fi ruins of the other two levels really impressed us. Yes, we love Killzone too. More soon.

GoldenEye: Rogue Agent

■ Publisher: Electronic Arts ■ Developer: EA ■ ETA: Autumn 2004

Firstly, this has absolutely *nothing* to do with the movie (or even the classic N64 shooter), it's called *GoldenEye* because the main character has – wait for it – a *golden eye*. It also chucks together characters from the movies that would *never* be together – Dr. No is at war with Auric Goldfinger, for example. The game itself feels *okay* – nothing truly spectacular. The multiplayer is quite innovative, and the locales are classic Bond – volcanic bases, the docking bay from Moonraker. It's a strange one.

TimeSplitters: Future Perfect

■ Publisher: EA ■ Developer: Free Radical ■ ETA: Spring 2005

The best shooter on PS2 is back. *Future Perfect* will be the first 'Splitters to feature a real, story-driven single-player game. The 11 missions take you through different eras chasing the TimeSplitters. With all of this time-skipping going on, you're bound to run into yourself, and that's what Free Radical are calling "meet yourself gameplay". All very impressive but the demo level, where you worked your way through a train, was pure classic '*Splitters*. ie, nothing new unfortunately... Go on, impress us!

AND THE WINNER IS...

We're cynical about *GoldenEye* – it may have the heritage, but none of the original team members are working on it, so it's becoming more like a horrible, money hoarding marketing exercise. *TimeSplitters* was one of our highest scoring games ever, and the prospect of more multiplayer madness only gets us more excited. But, let's face it, *Killzone* is brilliant. We're getting the shakes just thinking about its massive, action-sodden environments. A resounding victory then.

GANG BANG: Cause mayhem with a trio of like-minded gunning gangsters. Could this be Carl's gang?

Publisher: Rockstar
Developer: Rockstar North ETA: October 22

GRAND THEFT AUTO: SAN ANDREAS

First screens and weep-with-joy **facts** on the **BIGGEST** game of 2004. No, really, it's six – **yes, six** – times bigger than **Vice City**.

Three shots. That's all it took for Rockstar to hijack E3 with *San Andreas* – and as it turns out, we were right all along. Dig out your old copy of PSM2#41, and you'll see the quote "It'll be based on a fictional amalgam of San Francisco and Los Angeles, set in the present day." Now, we don't want to blow our own trumpets, but *Parrrrrrrp!* – by jove, we were absolutely sodding right.

Now, *San Andreas* is not the name of the city, rather it's the name of an *entire state* that will contain three cities; San Fierro (San Francisco), Los Santos (Los Angeles) and Las Venturra (Las Vegas). And between each city will lie a stretch of countryside roughly the size of *Vice City* – in other words, *San Andreas* will be around three times the size of *Vice City* and *Liberty City* combined.

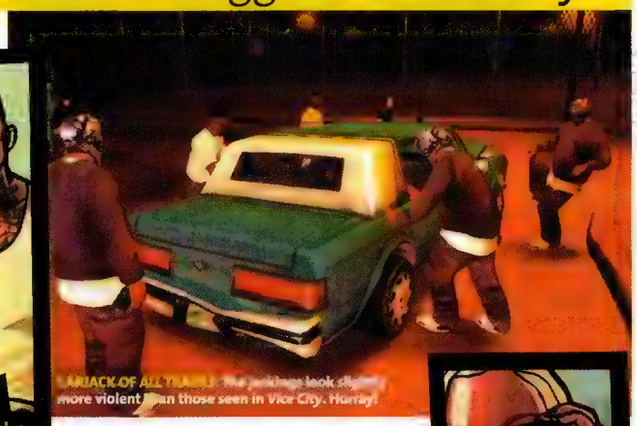
The main character, Carl Johnson, has just spent five years in a Liberty City prison and now he's returning to his old haunt, *San Andreas*. Blamed by his older brother Sweet for his younger brother Brian's accidental death, he'll be making his way through streets that are crawling with rival gangs, all too willing to pop masses of caps into each other's collective ass.

As far as new gameplay features go, the stamina meter has to be the most dramatic change; Carl must now eat, drink and shit (possibly) if he wants to keep his energy up. Other new features include massively improved interiors and the ability to burgle stores and houses. Word even has it that you'll be able to run your very own Las Venturra casino – or just gamble away your bling on the craps table – whatever takes your fancy. This is *Grand Theft Auto* after all.

We can expect improved AI, too – and the ability to recruit your own gang members for some full-on gangbangin' has also been mentioned. This is hinted at in the screenshot where four lads fire from a jeep.

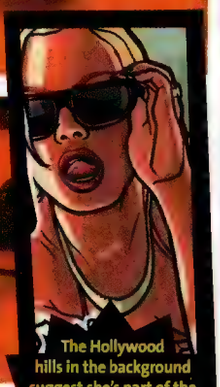
Keep it PSM2 for the next batch of info and the latest hot shots. We rule San Andreas. Word.

This surly chap suggests that there's a hispanic element in *San Andreas* – maybe he's the leader of a gang, or just a lackey – whatever the case, he's mean-looking.

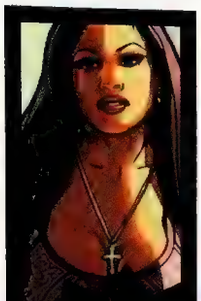


CARJACK OF ALL TRADES: The carjacks look slightly more violent than those seen in *Vice City*. Hurray!

CADDY SHACK: Cruise around town in this monstrous beast and carve up rival gangs.



The Hollywood hills in the background suggest she's part of the movie industry in Los Santos. Whether this industry is entirely legitimate or 'dodgy' is undecided, but she certainly looks like a bit of a goer.



Could this be the 'Maria' mentioned in the scripts? Come to think of it, she doesn't look entirely dissimilar to *GTA3*'s Maria. Okay, so you shot Maria at the end of *GTA3*, but *San Andreas* is set in the 90s, so it could be her.

Pure *gangsta* – this guy's definitely one of Los Santos' baddest players. This is your character, Carl Johnson – a dead ringer for N.E.R.D's Pharell Williams, no?

BOYZ N THE HOOD: The thought of taking around a Compton-a-like 'hood' has us drooling. Bring it on.

PSM RECKONS

San Andreas has quickly become far greater than we could ever have imagined. Just imagine it; three cities in one massive, sprawling gameplay area – it'll be interesting to see just how they're going to squeeze all this madness onto the PS2. But they'll achieve it – we trust their brilliance.

We were right

Our huge *San Andreas* feature in PSM2#48 predicted several elements that are present in the game, notably; gambling, gang recruitment, Las Vegas being involved, owning your own lucrative businesses, the early '90s setting – this just goes to show that you can always rely on PSM2 for the juiciest, *genuine* game information. Good God, we're brilliant.

Fact hunt

While taking a closer look at the character art showing a sultry porn-star-esque lady, we saw what looks like the Hollywood hills in the background. It's definitely the Hollywood sign, but it looks like it says something else; possibly 'Moviewood' – pure speculation on our part, but let's face it; we're usually right. Maybe there's a secret casting couch minigame? The possibilities are endless.

Hot wheels

As you've no doubt already spotted, one screenshots shows a *thug* atop a bicycle – now this confirms that Rockstar have been listening to gamers' pleas, and it also pokes at the possibility of there being other less traditional modes of transport – skateboards and rollerblades, anyone?

13 things you won't believe about Grand Theft Auto San Andreas

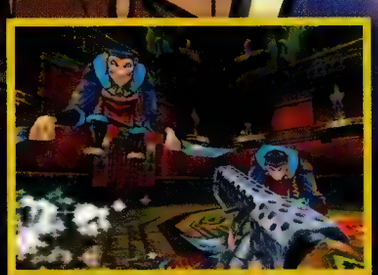
- Eat too much junk food and you'll become horribly overweight.
- Exercise to work off your wobbling flab.
- Rob homes and stores with your homeboys.
- Desert and countryside separate the three city areas.
- Characters from the past will return. (El Burro? Maria? Tommy?)
- There'll be ragdoll physics, or 'impact animation' as Rockstar call it.
- Helicopters chase after you with searchlights.
- New graphical effects such as real-time reflections and radial lighting.
- Carl can dual-wield pistols and potentially other weapons.
- The choice of weapons will reflect the early 90s setting.
- Drive across mountains to reach each city.
- You can recruit gang members and do four-man drivebys.
- As well as a rap station, there'll be other early 90s music types. Indie, perhaps?

SERIOUS SAM™

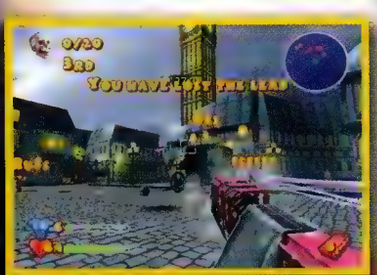
NEXT ENCOUNTER

OUT NOW

Get behind the wheel of some serious vehicles to run down your opponents!



Over 40 vibrant levels spread across three ancient time periods



Play multiplayer death-match games via splitscreen or online*

GAMEBOY Gets Serious!

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*Online play only on PlayStation®2.

E3 '04 SHOW REPORT

Publisher: Capcom Developer: Capcom ETA: November

DEVIL MAY CRY 3

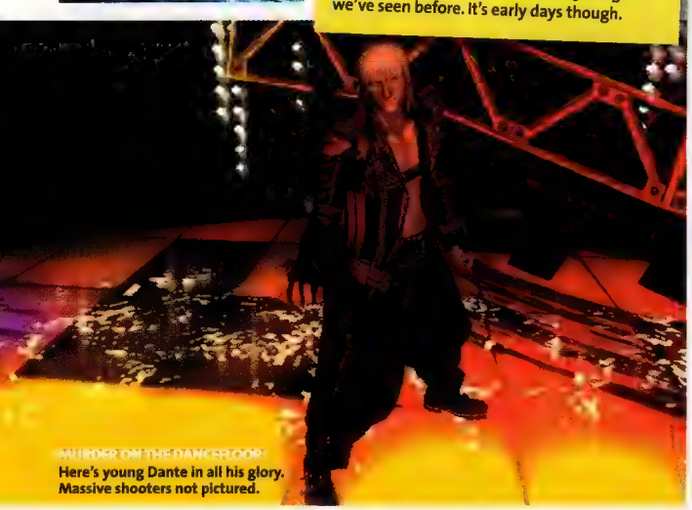
A younger, cockier and even more stylish Dante returns for prequel

Of all the games dutifully chugging away in Capcom's E3 booth, *Devil May Cry 3*'s stylish action sequences shone through and drew us in like moths to a light bulb. We even had a go, and it didn't disappoint. Probably the best news is that Shinji Mikami is back at the helm, so there won't be a repeat of the *DMC2* fiasco, and it's looking tighter, flashier and zingier than ever.

It's a prequel, so Dante's looking a little more youthful than the grizzled badass we know and love. He's lanky, he's mouthy and he's twice as cocky. Maybe even a little *too* cocky. One of the best scenes saw Dante sitting in his typically teenage bedroom (drum kit, posters, etc.) munching pizza before a group of fiends barge in and try to kill him. In super slow-mo, he chucks the pizza into the air, whips out his shooters, fills the demons with lead and catches the pizza before it's had a chance to hit the ground. Completely ridiculous, but impeccably stylish. As you'd expect, *DMC3* has plenty of shooting, lots of swordplay, lots of running up walls and it's looking brilliant. The game even offers the chance to choose a 'class' for Dante; making him a master with the sword or guns. Your choice.

PSM RECKONS

This looked the absolute bomb on video but the playable level – other than showing off some neat baddies beamed down – didn't really stretch the game beyond anything we've seen before. It's early days though.



MURDER ON THE DANCEFLOOR: Here's young Dante in all his glory. Massive shooters not pictured.

BEST OF THE REST!

Updates on the massive games of the next year.

MERCENARIES

Mercenaries, immediately claimed to be a "military *GTA* (but in a good way)" when it first emerged, is looking fantastic. The action game set in alternate-Korea is laying it on thick and heavy, with planes, helicopters, Hummers and tanks crashing around in exploding, collapsing cityscapes. Just check out the explosive and impressive movie on our DVD.

THE GETAWAY: BLACK MONDAY

The Getaway: Black Monday has been wowing people with its representation of the Houses of Parliament, but – erk – it still feels wonky, with a familiar skewed targeting system. Still, the promised tightened controls (on foot and in car), the three playable characters, 22 missions, multiple endings, 17 new locations and slew of motorcycles mean it should be more geezer than slag this time...

SEGA SUPERSTARS

After the surprise hit of EyeToy it has taken a while for other gamemakers to get on board. Sega have seen the light and come up with this compilation of minigames that features practically all their heroes (and bastardises all of the their games). Guide Sonic down the bonus tube from the old Megadrive games. Beat up Akira in a *Virtua Fighter*-simplification and go maracca free for a decent mini clone of Samba De Amigo. Cool.

DEF JAM VENDETTA: FIGHT FOR NEW YORK

EA's bling brawler's back for round two, and it's rammed full of celebs. There's an all-new game engine, and weapons make everything a whole lot bloodier too. Of the game's 40 or so big names, we tried out three. Busta Rhymes' likeness was ace, as was Snoop Dogg's, but for some reason Carmen Electra's was rubbish. A bit like her acting and fake norks all told.

Urban Warfare

The best urban games in da hiz-oose

Urban with... Something!

The Urbz

Publisher: Electronic Arts Developer: EA ETA: November

It's being urban... with people! And jobs. And piercings. And a city. Yep. Older gamers may think it's the game of the children's programme starring Parsley the Lion, but they'd all be FOOLISH IN THE EXTREME. It's *The Sims* in the big city – downtown, shops, metro, artistic quarter, wherever – and players now control work and private lives far more closely. Money, promotion and becoming a 'Playa' are what it's all about, and new tattoo, piercing and clothing options reflect the 'grittier' style. EyeToy support even means you can upload your own glorious visage to the game. Urban? Pah. This is really for Bratz-loving girls, not street geezers.

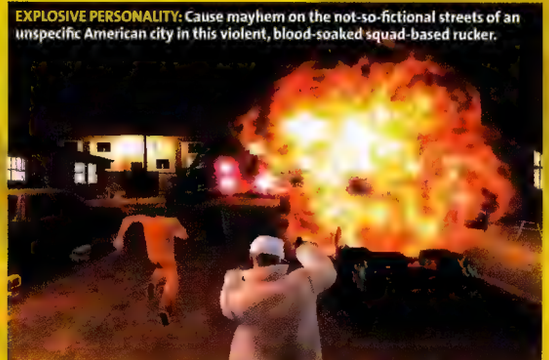
TAKE IT TO THE STREETS: Here's a couple of young 'dudes' hanging out on the 'street', being all 'urban' and 'shit'.

Urban with... Gang war!

25 to Life

Publisher: Eidos Developer: Avalanche Software ETA: 2005

It's being urban... with cops and robbers! And 16-player online chaos. And headset support. And authentic street-wear. The multiplayer aspect is really being touted but there's a solid single-player game too, where you come up through the ranks from street thug to full-on Scarface headcase. Each side (be it gangs or LAPD) has its own weapon set, while dogs and car alarms complicate matters when you're trying to creep through the neighbourhood destroying things. The 'cutting edge' rap tracks that haven't been licensed elsewhere appear here, along with 'gangsta' clothing brands. Game scenarios include busting out of prison – wouldn't be much fun if you just spent 25 years getting ruthlessly 'befriended' in a cell, would it? Definitely gritty, though. Buzz wordz: *SOCOM* in the ghetto...



EXPLOSIVE PERSONALITY: Cause mayhem on the not-so-fictional streets of an unspecific American city in this violent, blood-soaked squad-based rucker.

Urban with... Cars!

NEED FOR SPEED: UNDERGROUND 2

■ Publisher: Electronic Arts ■ Developer: EA ■ ETA: October

No in-game action at E3, sorry, but EA teased the crowds with a frankly preposterous/brilliant <delete as appropriate> video, where Jap-style mod-heavy cars raced up a saucy lady's *body*, up her skirt, past her thighs, through her lady bumps and into – there's no easy way to say this – her mouth. Yes, *mouth*. Given the massive success of the first *Need For Speed: Underground* game, this sequel is hardly a surprise. But what is a surprise is the scale of the change EA is undertaking, despite it being barely a year since the previous game.

This time it's all about getting into the world of tuning and staying there – hence the giant city in which you're now free to roam. Races are uncovered as you prowl the streets, rather than loaded one by one, and each area of five city areas conceals a different type of event.

Those all-important engine and body parts are now accessed from tuning shops scattered around the city; other racers will tip you off as to their whereabouts. Parts no longer come in packs – each part is acquired individually, and can often be tuned once you've fitted it. Nothing is locked, either: if you can afford it, you can have it. Visually you have far more options, as bodykits are now entirely fictional, rather than replicas and consequently fit on any car. In fact, EA is claiming 70 billion possible combinations... the implication is that your car will look, to all intents and purposes, unique, but in reality we still expect it to look like a chav's handbag. The car count has risen above 30 and includes the much-desired RX8 and Nissan 350Z for starters – and several new game modes, such as ICE sound-offs (car stereo competitions to the rest of us), drag racing, point-to-point, circuit and drift modes. And once again, of course, it will be playable online. There's not long to wait, either – it's due out in October.

KITTED OUT: Bling up your dismal motors with all kinds of flashy, useless crap to earn your peers' respect.

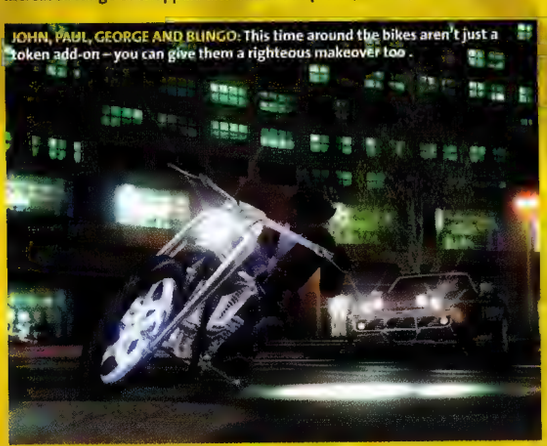
"BODYKITS ARE NOW FICTIONAL, AND EA IS CLAIMING 70 BILLION POSSIBLE COMBINATIONS"

Urban with... Cars! And bling!

Midnight Club 3: Dub Edition

■ Publisher: Rockstar ■ Developer: Rockstar ■ ETA: October

Blinged-out city racing feels like a new thing – *NFSU* being the world's favourite exponent but – Rockstar are keen to stress that – on paper at least – they invented the genre with their first *Midnight Club* game right back at the PS2's launch. The latest Club builds on the online success of number 2 by going even more custom car crazy and, for the first time, using proper licenced real cars that are still pleasingly smashable. The customisation options are through the roof and they even extend to an increased range of choppers and bikes. 'Pimp' and, indeed, 'ass'...



JOHN, PAUL, GEORGE AND BLINGO: This time around the bikes aren't just a token add-on – you can give them a righteous makeover too.

Urban with... Skateboards!

THUG 2: World Destruction Tour

■ Publisher: Activision ■ Developer: Neversoft ■ ETA: November

Gah! It's like *BMX XXX*, but good. This time around, Neversoft have cobbled together two game modes; Story and Classic. Classic kicks it old-skool and lets you romp through vintage *Tony* levels, like Canada – collecting the SKATE letters, etc – while Story mode is a full-on global trawl. The plot involves a feud between Bam Margera's skate 'krew' and Tony Hawk's. You can recruit gang members (with unique tricks), flicking between characters in real-time. Best new feature is the 'focus' mode (bullet time) that lets you pull off tricks in saucy slo-mo (like the Girl skate vids). You can also scrawl over the walls with personalised 'tags' – like *Jet Set Radio* on Dreamcast – and ride vehicles, such as motor karts.

Urban with... Cars!

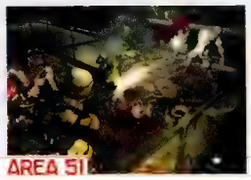
Marc Ecko's Getting Up: Contents Under Pressure

■ Publisher: Atari
■ Developer: Atari ■ ETA:

It's being urban... with graffiti. And the man partly responsible for G-Unit clothes. And a magazine about paint. Yep, it stops making sense with that name and kind of dissolves from there, but that's not to say it's not promising – it is, however, gibberish so far. According to Bruno Bonnell, Atari's head honcho, "Marc's vision of *Getting Up* fuses his expert knowledge of youth culture, his talent as a graphic artist and his passion for gaming. It's nothing less than extraordinary and Atari is thrilled to be a part of it." Our vision of getting up fuses farts with hangovers, but there you go. Wait, apparently 'getting up' means spraying your 'tag' around town. Right.

100 BULLETS
Ultraviolent action adventure inspired by a popular series of comic books.

ALTERED BEAST
A remake of an ancient Sega game. Turn into beasts and kill things.



AREA 51
Action-packed FPS from Midway. Giving PS2 darling *Killzone* a threat.

ASTRO BOY
Obscure Japanese shoot-'em-up full of mind-melting, flashy visuals.

SPIDER-MAN 2
Doing massive business at E3. Check page 40 for a whole lot more.

BACKYARD WRESTLING 2
Take a grass trimmer to someone's face in this gruesome sequel.

COWBOY BEBOP
Bandai fighting game based on the anime of the same name. Odd.

BLOOD WILL TELL
Man with swords for arms chops up demons and assorted ghoulies.

CLUB FOOTBALL 2005
More football of the club variety. Improved ball physics and stats rule.

COLIN MCRAE 2005
The best rally sim on the block comes back with new modes and handling.

NEO CONTRA
Ancient blasting game gets another remake. This time in pseudo-3D.

CRASH 'N' BURN
A nippy racing game thats a cross between *Burnout* and *DD Arenas*.

ROCKY LEGENDS
Sly and company come back for more sweaty, silk-short-clad tussling.

DARK WATCH
Scary action game with zombies, demons and other monstrosities.

DEAD 2 RIGHTS 2
The young bullet-time pretender returns for more slow-mo action.

DEAD RUSH
Zombies. In cars. The strangest concept for a game we saw. Odd.

UNDER THE SKIN
Control an alien and steal people's identities in a quest to cause havoc.

DUKES OF HAZZARD 2
Yeehaw! More jumping over things in big orange vee-hick-uls, hyuk!

SHADOW OF ROME
This adventure's part stealth, part full-on rucking. It's looking very good.

EVIL PROPHECY
Todd McFarlane tries his hand at game design. Pure shooty action.

FINAL FANTASY 12
The ultimate in RPG is back. And the random battles are gone – hurray!

FIFA 2005
Another year, another *FIFA*. This one might be different, but we ain't sure.

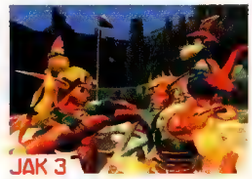
GET ON DA MIC
It's the rap SingStar. Bust rhymes and rack up a 'killah' score. Flossin'.

INDY CAR 2
The world's most dangerous sport gets yet another game based on it.

50 BRAND NEW GAMES

► If it's not here, it's not worth knowing about...

GUILTY GEAR ISUKA
The best looking 2D scrapper on PS2 comes back for some more.



JAK 3
The sequel to one of our favourite games. 'Old' Jak features again.

LEMONY SNICKET
Insane adventure based on an apparently popular series of books.

LOTR: THE THIRD AGE
A new *LOTR* game means only one thing; shed-loads of blistering action.

MADDEN 2005
The throwers of balls unite once again to bring us a new *Madden*.

JUICED
The slick-looking racer was turning heads at E3 and it impressed us too.

MIDWAY ARCADE TREASURES 2
Delve into the past and play all of the original MK games on PS2.

MORTAL KOMBAT: DECEPTION
It's back, it's bloodier and it's bigger than before. Packed with minigames.

NANO BREAKER
Ridiculously blood-soaked action featuring a rock-hard lead character.

NARC
Cops and crims ruck it up with shooters in a seedy streetscape.

NOTORIOUS
Bizarre 'gangsta' *Twisted Metal* racer that lets you drive 'n' shoot together.

INTERVIEW WITH A MADE MAN
Crime adventure featuring loads of men in sharp suits with shooters.

THE RED STAR
Old skool action based on yet another series of popular comic books.

RATCHET 3
Great looking and demoed to destruction – but does anyone care?

THE SHIELD
The bald feller from the TV show appears in his very own cop game.

SHREK 2
Excellent visuals and slick animation make for a fun, cartoony romp.

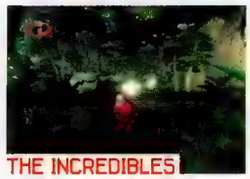
SPY FICTION
Another espionage game. This one's promising to be super cinematic.

PREDATOR: CONCRETE JUNGLE
Stan Winston's creepy creation stars in this action-packed blaster.

STAR WARS BATTLEFRONT
Online battling in several eras of the expansive Star Wars universe.

SUIKODEN IV
The RPG series is back... again. A village will almost certainly burn.

TEKKEN 5
Heihachi's dead, and the team are back for some old-fashioned scraps.



THE INCREDIBLES
Comedy super hero third person action adventure. Zany.

THE LAST JOB
Strategy game in the vein of Ocean's Eleven. Plan and execute robberies.

VIEWTIFUL JOE 2
The Gamecube favourite comes to PS2 in this all-action sequel.

WORMS: UNDER SIEGE
More strategic blasting action from everyone's favourite invertibrates.

X-MEN LEGENDS
Action/strategy Mutant mayhem from the men and women of X.

Buckle up. Danger wants a driver.

Out in May.

RalliSport Challenge 2

Xbox LIVE

Xbox

it's good to play together

xbox.com/rallisport2

Microsoft game studios

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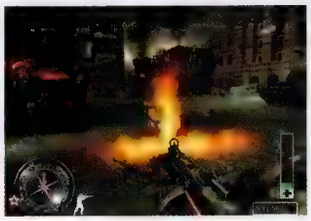
E3 '04 SHOW REPORT

Call Of Duty: Finest Hour

■ Publisher: Activision ■ Developer: Spark ■ ETA: September

Coded by disgruntled *Medal Of Honor* employees, *Call Of Duty*'s already been a huge hit on PC. Fortunately, *Finest Hour*'s not just a lazy port, rather an all-new version for PS2. Playing through an intense campaign spanning the various European fronts of WWII, we get to fight from the perspective of the Brit, Yank and Ruskie squaddies. The demo level we saw in Stalingrad looked fantastic.

You can play as a sniper or tank commander; with a bigger focus on using vehicles like jeeps and tanks, but in our demo we played a young Russian grunt taking back an oil refinery from swarms of Germans. The amount of (silky-smooth) detail and sheer number of characters (both good and bad) on screen at once was astounding.



Brothers In Arms

■ Publisher: Ubi Soft ■ Developer: Gearbox ■ ETA: October

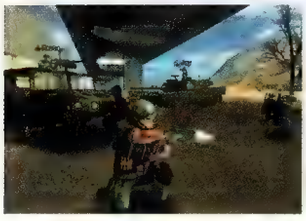
Gearbox Software's tactical shooter *Brothers In Arms* opts for an authentic WWII feel, with flayed corpses and – groan – 'realistic' physics. Supposedly depicting the real life accounts of soldiers in France immediately after D-Day, you command a cast of 20 troops (split into teams of six), over 21 single-player missions. Using fire and manoeuvre tactics, these teams are then split into two squads of three. The suppression and movement/assault elements employ cool AI to cover each other as they move. Multiplayer meanwhile up to four people controlling a squad of three blokes. Neat.

Battlefield: Modern Combat

■ Publisher: EA ■ Developer: Digital Illusions ■ ETA: November

War's the new black – which seems ironic, given that Criterion's stunning FPS *Black* is the new war - but anyway *Battlefield: Modern Combat* is the PS2 version of the huge *Battlefield: 1942* PC game. It's the same... but modern.

You play as part of one of two opposing 12-man armies facing off in massive landscapes, you can jump into vehicles like tanks, helicopters, and boats (all with a modern warfare theme). The combat's built more around close-quarters battling this time around for a more 'console-like' experience. Thanks...



SEXY GAMES SPECIAL

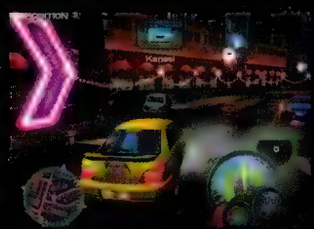
Filthy ladies have always been 'a bit of a winner'. Bring on the fleshfest!

DIRTY GIRLS!

Rumble Rose Konami's girly wrestling game features 11 female wrestlers in bikinis. It also features mud. When the two collide things start sliding in quite extraordinary ways... the mud fx have to be seen-to-be-disbelieved (seriously). It's much faster and more immediate than traditional wrestling games – more like a beat-'em-up – and it plays up to it's obvious sauce-factor shamelessly.

HOUSE OF FUN

Playboy: The Mansion from Ubisoft is a kind of *Sims* with business management... and hooters. It blends state-of-the-art social simulation with naughty photoshoots and trying to cajole girlies into the cuddlepit. It's plays like *The Sims* with a bit more sauce – like letting the Devil touch you up for a fiver and a bite of his ice cream. It's the magazine publishing bits we're most interested in. Of course.



NEED MORE UNDERGOUND?

Street Racing Syndicate from Namco has been about a bit – rather like the ladies you can win the attentions of mid-game. It's now the property of Namco and it's out for *NFSU*'s bling & beeatch crown.

Once again you get to pep up your motor with myriad realistic tuning and appearance enhancing options but it's the 'girlfriend' system and car gambling that's giving this a gritty, and most welcome, edge. That and the fact that it looks the business – being smooth *and* detailed is what it's aaaaall about, homes.

Kingdom Hearts 2

■ Publisher: Square Enix ■ Developer: Square Enix ■ ETA:

We're punching the air right now. The highly unlikely (and frikkin' ace) combination of Disney characters and Square Enix mindmagic come together once more for the sequel to the game that everybody should have bought... but didn't. A year has passed and a hooded new boss leads the remaining Heartless. All your favourites are back Sora, Donald, Goofy and we've seen a sneaky peak of a certain mouse in there too. Improved action battles and graphics are bulgingly evident throughout.

Destroy All Humans

■ Publisher: THQ ■ Developer: Pandemic ■ ETA: October

Quirky B movie-style science fiction is the order of the day in this fun action game from Pandemic (the blokes responsible for *Mercenaries* and *Star Wars Battlefront*). You control a bug-eyed alien who's on a mission to harvest brains and you basically jaunt around popping heads, abducting hapless humans and causing mayhem with your flashy alien gizmos on a stylized vision of Earth. The visuals are reminiscent of '50s UFO movies and the gameplay combines stealth, possession and psycho kinetic elements with *Sims*-style towns folk AI. A curious combo...

Enthusia Professional Racing

■ Publisher: Konami ■ Developer: Konami ■ ETA: December

Gran Turismo 4 has got some competition in the shape of Konami's *Enthusia* – because, if anything it's even more realistic! It's all about the accurate recreation of car physics with a G-Force meter on-screen showing the forces acting on the different parts of the car as you turn and brake (something *GT4* seems set to rip off). There's also a stack of real motors from 40 manufacturers ranging from Porsche 911s and Mercedes SLRs through Mitsubishi rally cars and the VW Toureg. Stunning.

Buckle up. Danger just jumped in.

"RalliSport Challenge 2 is bigger and better than any other rally game"
9/10 XBM

Microsoft game studios

Take racing to the extreme as you spin out, fishtail, hydroplane, and skid your way through every environment you've always wanted to drive in. Choose from 91 tracks and over 40 powerful vehicles, including every famous rally car since 1979. Race in 5 different rally sports, like the Crossover Duel and Ice Racing. Take on the best in XSN Sports leagues and tournaments via Xbox Live. And anyone else who tries to steal your track space.

XBOX LIVE

RALLISPORT 2 CHALLENGE

XBOX

it's good to play together

xbox.com/rallisport2

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PSM2 E3 BIG HITTERS

Our Top 10 favourite games from E3. Begin saving now...

1 METAL GEAR SOLID 3: SNAKE EATER

The game of the show because it takes the series in a new direction, looks even better and they had a huge playable chunk on show. Confidence is high.

2 SPIDER-MAN 2

Quite simply as good as you hoped it would be. Looks great, plays great and lets you do exactly what you want. You really are a 'spider' 'man'.

3 DEVIL MAY CRY 3

Gorgeous looks combine with some genuine gameplay innovation to give a tired series a major kick up the wazoo. It's like *DMC2* never happened.

4 GRAND THEFT AUTO: SAN ANDREAS

OK, so all that exists are some amazing promises from Rockstar and a clutch of shots but if this isn't the number one Most Wanted game (see opposite) then we'll eat your ass.

5 GOLDENEYE: ROGUE AGENT

It sounds like a terrible idea (a Bond-free spin-off in which you actually have *a golden eye*) but there's a squillion Bond fans out there...

6 KILLZONE

Worries about a shonky framerate and murky graphics were dispatched in at least two of the three playable levels on board the demo. This will – of course – be enormous.

7 PRINCE OF PERSIA 2

Smoother, easier, less-patchy levels and a new animation engine that makes anyone who plays it look desperately cool. We predict massive long-term success ahead.

8 MERCENARIES

An all-new game that's set for greatness. Like Freedom Fighters with even more potential for destruction and smoother, better, more blastable graphics.

9 STREET RACING SYNDICATE: SRS

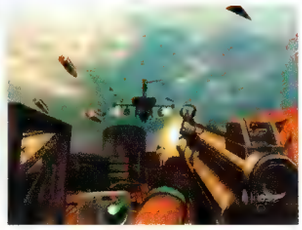
With *NFSU2* only present as a (brilliant) video it fell to *SRS* to take street racing in a new direction. This despite great challenges from *Juiced* and *MC3*.

10 WWE: SMACKDOWN VS RAW

It's official: The next Smackdown finally brings together the best of both of these acclaimed series. Expect more of the claret and lashing of lovely ladies.

MOST WANTED

UK GAMES AWARDS 2004



WHAT GAMES DO YOU WANT?

It's a new PSM2-endorsed games show!

Awards shows. When they're not making grown actresses cry or the rich even more rich then they're giving awards to people/bands/films/games that you've never even heard of or, worse still, think are total shit.

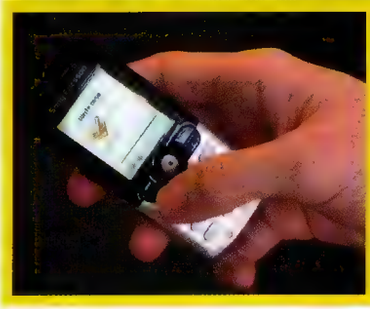
Well those days are over! And it's all thanks to the Most Wanted awards – in league with PSM2 magazine. Now YOU get to choose who wins the awards. Yes, the happiness of a team of programmers, marketing men and associated geniuses (and the future success of your favourite videogame) is in your hands! Do you want to put a big smile on Hideo Kojima's face? Are you a rampant *San Andreas* fan who wont rest until the game is at number one? Now you have the power!

All you've got to do is vote by one of the methods below (ie, text or website) and we'll keep tabs on the totals. We just want to know what game you're looking forward to the most. If we could beam one game that hasn't been released yet into your hands what would it be? Hmmm? *Killzone*? *Goldeneye: Rogue Agent*? Let us know!

Then, before the her-uge awards show in October we'll be back to break down the most popular game into commendable categories and let you decide the eventual winner of each award and – yes – the ultimate accolade of the UK's Most Wanted game!

How to vote for your Most Wanted game:

VOTE BY TEXT



1. Just text the words PSM2 followed by a space into your mobile. Then...
2. Text in the name of the game you want. So if you most want to play *Need For Speed Underground 2* right now then text PSM2 NEED FOR SPEED UNDERGROUND 2
It's almost too simple, non?
3. Now send the message to 83130. Texts will cost you just 25p and your usual text charge.

VOTE ON THE INTERWEB

Point your cyberbrowser to www.gamesradar.com (the games page of PSM2 and it's multitudinous sista magazines) and look for the Most Wanted logo to click on. From there it's like taking da candy from da babies.

Text messages cost 25p inc VAT plus your normal text cost. Competition open to UK residents only. All votes must be received by midnight on 05/07/04. Entrants must not be an employee, agent or subcontractor of the promoters or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No: 02008885

SORTED – RESPECT DUE

Need some help with your Most Wanted vote? Let's not forget these highly commendable up-'n'-comers too. They need your help if they're to make it to the top.

1 JUICED

Massively commendable street racing game. This new title is up against the likes of *NFS: Underground 2* so it's going to be tough on the streets.

2 SHADOW OF ROME

From the makers of *Onimusha* and riding the sandals and toga wave of the summer season, this action/stealther has got quality and variety in spades.

3 SNOWBLIND

Little known – but that's going to change. This super-smooth *Deus Ex*-alike is the latest from Crystal Dynamics. If the next *Tomb Raider* is half as good as this...

4 DEF JAM VENDETTA: FIGHT FOR NEW YORK

The last 'Jam didn't exactly do the business but we're confident that this blinged-out celeb-packed brawler will take the franchise to *NFS: Underground* territory.

5 TIMESPLITTERS: FUTURE PERFECT

More dependable TimeSplitting action. Lots of cool time paradox gameplay innovations plus all the smoothness and looks that have made it famous.

6 ENTHUSIA

Think that *GT4* has got it all sewn up? While *GT* has been arsing about making a game that's barely changed, *Enthusia* is all-new and potentially more super-realistic.

7 LEISURE SUIT LARRY: MAGNA CUM LAUDE

It's a game about tricking ladies into sex with a middle-aged man. What could be better than that? Looks awful but it's actually genuinely very funny. No. Really.

8 DESTROY ALL HUMANS

Original gameplay meets state of the art graphics and AI. Play as an invading Mars Attacks-style alien and wreak mayhem on the minds of hapless 1950's townsfolk.

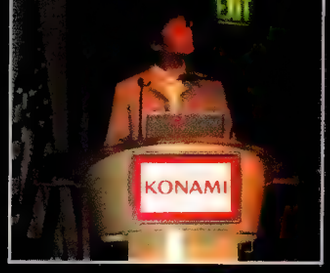
9 RUMBLE ROSES

Aw come on. Give this a vote for Devon's sake! It's got all the (speedier) wrestling thrills of *WWE* plus a jaw-dropping, trouser-tenting mud-wrestling mode too.

10 GRAN TURISMO 4 ON PSP

The PS2 game is as dependable (and predictable) as you'd expect so the real excitement surrounds the pocket version. Wireless multiplay, car trading, team management...

KOJIMA Q&A



Keeping a low profile and letting his game do the talking was Metal Gear master Hideo Kojima. PSM2 tracked him down...

So, Kojima-san, let's cut to the chase: Is it Big Boss in *Metal Gear Solid 3* or not?
Ah, it's as you see in the trailer and demo...

Has the 1960's setting affected the level of technology you've been able to include in the game?
To a certain extent, yes, but things like the thermal goggles and night vision goggles are things that didn't really exist in the 1960s but we've included them regardless of the time because these are things that existed in the previous episodes and they work well in the game. As for how it affects the story, instead of relying on high technology Snake now fights using his physical body. That is the focus this time.

Tell us about the radar system and the various new battery operated systems in the game.
Yes, it sounds weird but when Snake moves around the battery gets charged. But when you move around you lose stamina... This means that you've got to maintain a balance between the two.

The trailer features a character named 'Sokolov'. Why is Snake rescuing him?
That's part of the story and as the game is not released for some time I don't want to say. He is a very important character in the game and if you don't bring him to the west there could be another world war crisis.

And do you begin with a full set of camouflage kit or do you acquire it through the game?
You start out with a few camouflage patterns and when you visit different places you pick up more camouflage gear to use in the game.

From what we've seen Snake seems to show facial expressions this time. What emotions will he show.
There are not that many during the gameplay. Pain, concentration, anger... There are about five or six. With *MGS2* there were actually many facial expressions during the gameplay but we had to drop them due to a memory limitation. With *MGS3* we're not sure if they're all going to make it. We may have to drop some again.

We love the new 'eating' bits. Do certain foods you find give Snake better abilities and strength
Yes, they don't give you 'special powers' as such but I guess you start developing a liking, a preference, to keep on eating a particular type of food so that will give you more stamina than other foods. Obviously there are snakes and there are some poisonous snakes so you could be in trouble if you eat a poisonous snake. But you can use that poison on an enemy... There are some special frogs and some mushrooms that you can use as medicines and herbs and some of them will even serve as a battery...

We saw a scene where Snake used a barrel to fell an enemy. Will there be a lot of this?
There are many things. For example you can slam a door on an enemy as an attack now.

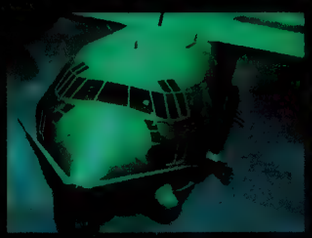
What will the new ability to threaten guards give you? Extra rations? Equipment?
There are now two types of hold-ups. There's the typical one where you stand behind the guy, then there's another type where you can use CQC and knock the guy flat on the floor. Then, when he's down on the floor you can point the gun at him. With these hold-ups you'll obtain items. However, if you use CQC you can use a knife at their neck and you can now threaten them and you can get information from them. This could be information on certain characters or where a certain thing is, like where to find a special snake or food. If you threaten them they'll give you this kind of information.

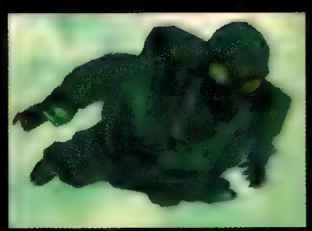
The title sequence has a lot of influence from James Bond movies. Does this influence extend into the game?
Not necessarily the James Bond series but as the game takes place in the '60s during the cold war you will see many things such as crazy over-the-top items and gadgets that Americans and Soviets used to spy on each other.

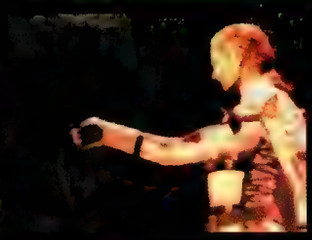
What problems has the jungle environment presented and how were these problems overcome?
First of all just drawing the jungle graphically is very difficult and uses a lot of processing power. Next you have the up and down height of the ground which makes things even harder because of the collision detection. You have to adjust the collisions with the enemies, the players and the bullets and ricochets... It's easy to create flat surfaces with a perpendicular wall in games but when you have these ups and downs then it's very difficult.

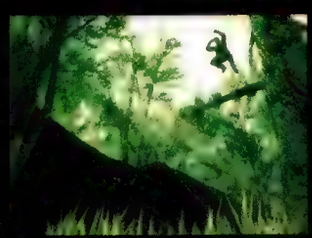
Then, when you create a jungle you need the trees, you need the rocks and things in the background and in addition every jungle has its own ecosystem. We have to add animals and plants and a jungle needs its own mist, fog, clouds, light particles coming through the leaves... You need all these effects in addition to everything else to do with the gameplay. What's difficult is that we have to maintain a balance. In an actual jungle even if there are many enemies around you there are probably birds and snakes at the same time but as everything has to be done at once with the PS2 you have to balance what you want to show at what time and with what level of detail.

What areas are in the game in addition to the jungle?
There are mountains, there are caves, there are mangrove tree forests, and there are man made things such as buildings too.









Tell us about the lady who Snake talks to.
That is Snake's master, his mentor. She is like some living legend.

And were they ever romantically involved in the past?
I can't really say...

You incorporate many real-world references in you games. What can we expect to see in *MGS3*.
The game takes place in the summer of 1964 and in the previous year, 1963, that's when the Cuban missile crisis took place and when Kennedy was assassinated. This was a time when America started heading in a bad direction, right before the Vietnam war. I think that many historical events that happened at that time, before the Vietnam war, will be in the game. There won't be any part of the Vietnam war in there at all though.

What research did you do to recreate the jungle? Did you and your team get out of the office on any field trips?
When I discussed with the artists what kind of jungle I wanted we did not want a South American or Amazon jungle. We wanted to come up with a jungle that no-one else would come up with. We wanted something sacred, like a sacred forest. So what we did was go to an island in Japan called Yakushima which is like The Princess Mononoke, the Hayao Miyazaki [anime] film. We also went to another island called Amami-Oshima which is an island famous for a lot of poisonous snakes. We went there and did our research.

Metal Gear games always feature a lot of plot twists. Do you intend to top your previous surprises in *MGS3*?
There will be a couple of plot twists but I think that this will be the most easily understandable of the three games. It's pretty straight forward.

The message of the *MGS* games seems to be one man trying to stop war. Is this the story of *MGS3*?
Snake once again has been dragged into it! He feels he has to do his mission.

We've seen Snake using heavy artillery and even trying to steal a motorcycle in the first *MGS3* trailer last year. What hardware will Snake use in the game?
If you go to any of the bases and find any hardware at the base then you'll probably be able to use it. As for vehicles you'll be able to hop onto a vehicle, say, but as for whether you'll be able to control it... if we did that that would change the whole control scheme of the game. So you'll probably be hopping on for a ride rather than controlling it yourself.

Tell us about the PSP *Metal Gear* game.
Metal Gear Acid is for the PSP, a handheld game system. In Japan most people play handheld games on the train and so it's not really suitable to play a high-speed action game there. So what we're presenting is an interpretation of the *Metal Gear* world and a *Metal Gear* game that best suits the handheld system. So it's not an action game but a command-based game that uses a system of cards. There are a lot of strategic elements to explore in the game.

Is it the really the young Revolver Ocelot in the trailer?
Yes. Fans will pick up a lot of neat things in the new game. The revolvers that Ocelot uses in *MGS1* and *MGS2* he actually acquires from Snake in *MGS3*. Snake says 'you're more of a revolver type' so Ocelot thinks 'maybe I should start using revolvers' and at the end Revolver has been practicing and we see him juggling revolvers.

Is Johnny Sasaki (the moaning guard) back in the game?
[Laughs] I think maybe it's his Grandfather. Every first born son in their family is named Jonnie and they all join the army!

Have you been enjoying the show this year and what other games have you seen that you liked?
We visited Capcom yesterday, and we also tried to see the PSP but there were long queues so we didn't see it. We didn't even see our own game!

Publisher: Future Publishing
Developer: PSM2 ETA: 10th to 14th May 2004

THE REAL E3

The full 'behind the scenes' story of E3 2004.

It's not all games and lager, you know.* Oh no! *oh alright then, it is.

MONDAY 10TH MAY

Things to do:

Go to the Capcom Event, then the Activision Event, then the Square Enix Show incorporating a concert by the Los Angeles Philharmonic Orchestra...

It's going to be a busy day. Go to Capcom event and see *Devil May Cry 3*. Contemplate going home right now as it is clearly 'the game of the show'. Watch the new 'top secret' trailer for the new *Resi Evil* movie introduced by "the star of the film... (get massively excited awaiting the on-stage arrive of Milla Jovovich)... Oded Fehr!" (get massively disappointed). Get upset at American fanboys hoovering the seats of the special Capcom notebooks and pens left as gifts. Eye the Gamecube-only *Resident Evil 4* with contempt. It is clearly brilliant. Shit.

Go to Activision event at the Westin Bonaventure Hotel. Realise that it's the hotel from the 'horse vs motorbike' chase from True Lies. Get massively over-excited due to being massively over-tired. See *Spider-Man 2* (brilliant) though jetlag begins to kick in halfway through *Vampire: The Masquerade: Bloodlines*... Leave. Pass Yuji Naka and Yu Suzuki in reception. Examine lift on the way out. Decide it must have been a very small horse.

Examine map. Decide – in typical British style – that the Square Enix event at the Walt Disney Concert Hall is 'easily within walking distance'. Arrive covered in sweat three quarters of an hour later, half an hour late. Realise that the name of the invite is Dan Dawkins. Get past security by mumbling and keeping my finger over the name on the business card. Shuffle past tutting journalists in half-darkness mid-conference and realise that I can't understand anything as it's in Japanese. Sit feeling stupid. Watch trailer for new Final Fantasy VII: Advent Children movie. It's clearly the 'best thing ever'. Go outside on the cusp of a 'second wind' and neck a massive glass of ice cold white wine at the VIP area in an attempt to replace lost body fluids. Feel massively pissed in an instant. Pass Ken Kutaragi on stairs. Contemplate whether attending 'Dear Friends: The Los Angeles Philharmonic Orchestra play the music from Final Fantasy' concert is a good idea given level of tiredness and intoxication. Overhear a man from a TV show that I hate moan about not having a ticket for the show. Contemplate giving him my ticket... then go outside and give it to a fanboy waiting in line instead. Fanboy almost passes out with excitement. Retire tired, but hugely smug.

"REALISE THAT – DESPITE OUR BEST INTENTIONS – WE'RE GOING TO BE VASTLY LATE FOR THE CONFERENCE"

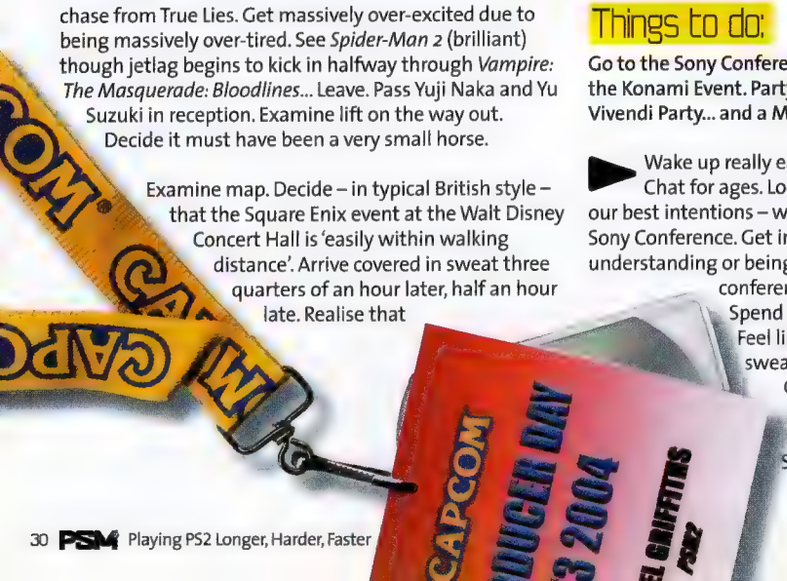
TUESDAY 11TH MAY

Things to do:

Go to the Sony Conference. (NB: DO NOT BE LATE) Go to the Konami Event. Party at Playboy Mansion... and a Vivendi Party... and a Midway Party...

Wake up really early. Feel great. Phone the office. Chat for ages. Look at watch. Realise that – despite our best intentions – we're going to be vastly late for the Sony Conference. Get in taxi driven by man incapable of understanding or being understood. Drive past Sony conference. Drive back. Drive past it again. Spend half an hour trying to find it again. Feel like crying, but have already sweated out all available body fluids. Get to the barrier just as they close it. Beg with nice ladies to please let me in. "Please?..." I sob. They relent. Sneak into back of show. Kaz Hirai walks through doors like he's just stepped out on the stage of Stars In Their Eyes. Holds PSP aloft for ages... Much confusion as to when we should start clapping. So we don't. Watch rushed PSP in-game video clips. Wonder why they don't make a bigger deal of it. Witness the fawning boss of EA Don Mattrick *almost snogging* Kaz Hirai. Listen to CELL chip workstation plans. Sounds exactly like Skynet in Terminator 2. Get scared. See Ken Kutaragi (again) moping about outside.

Go to Konami event. Fill up on foul-tasting noodles (first proper food for two days) before the burgers and chilli arrives. Arse. Drink lots of water (first non-alcoholic drink for two days). Suddenly awash with liquid my body decides it's time to evacuate my bladder. No time to go and so sit through presentation – busting for a piss. Watch in awe as man next to me scribbles onto a PDA and it converts his writing into text. Try to hide cheapo biro and John Menzies jotter combo... Nearly lose the plot during endless *Yu-Gi-Oh* presentation ("Power of Chaos – Joey The Passion! The Seat of the Extreme Duellist's Is In YOUR HANDS!"). Koj' takes the stand. Endure *Boktai 2* presentation before videoing *Metal Gear*. See 'Sokolov' mentioned. Realise that our scripts scoop last month was totally on the money. Feel massively smug. See Kyle Cooper, the man who did the Seven movie titles (among others) then Shannon Elizabeth turns up and sings on the new Karaoke game. Film her with shakey over-excited



AMAZING E3 FACTS

- 20,000 feet of electric cable is used to power the event.
- 540,000 square feet of sheer gaming.
- 1.5 million pounds of equipment will hang from the ceiling.
- 4,000 connection points for online booths.
- 145 million gamers populate the United States.
- 250,000 feet of cable used to network the whole show.

hands. Bump into PSM2 Portugal, PSM2 France and PSM America. Get told "turn your cigarette off" by a butch female American policewoman.

Go to Playboy Mansion which involves meeting in an underground car park and going through all kinds of security checks. Arrive just in time to miss the 'body painting'. Eat sushi and drink spirits. Still chockfull of testosterone from Shannon Elizabeth encounter, we try not to stare at massively attractive ladies. Admit defeat and stare at them...

Go to Vivendi party at the Avalon in Hollywood just in time to see Maroon 5. Feel fantastic. Bask in mind-pummelling techno (served up by Paul Oakenfold, apparently) until early hours. Bump into ex-PSM2 miserablist Duncan Baizley. Feel dangerous 'second wind' coming on. Contemplate going to Midway party... realise it's 3am. Admit defeat. Go to bed tired, but euphoric.

WEDNESDAY 12TH MAY

Things to do:

It's the first day of the show. DO NOT BE LATE...

Wake up early. (Phew.) Spend ages on the phone again. Realise that we're going to be massively late again. (Wha?!) Arrive in the nick of time... Then join a 'security check' queue the size of the moon... Arrive at first appointment 20 minutes late. Attend very boring *Killzone* presentation by overly-smug developers. Game looks great though. Rattle from appointment to appointment with legs on overload and brain on meltdown. Nearly go deaf on EA's stand. Play *GoldenEye: Rogue Agent*. It's predictably excellent. Feel excited (again). Interview Akari Uchida, the producer of *Rumble Rose*. Try to have serious conversation about funbags and mud-wrestling.

AMAZING E3 FACTS

- 90mb/sec net connection to power the show's online elements.
- 18 percent of products on show are for wireless platforms.
- 400 exhibitors from the smallest developers to massive publishers.
- 28.4% of games on display are action titles.
- 8.3% of titles are role playing games.

Steal half an hour to go and play *Metal Gear Solid 3*. Contemplate missing rest of day's appointments so that we can keep playing it...

Leave show tired but hugely optimistic. We haven't seen a genuinely bad game all day. Go to local Pink Dot to buy supplies. Ask for 40 Marlboro lights. Man begins counting out 40 packets of cigarettes... Bumble about like Hugh Grant trying to explain. Leave looking totally stupid.

Gatecrash Climax party ("Yes, we're all together. Yes we're all on the invite list...") It's full of men. Go hunting for food. Eat two slices of fried banana – our only food of the day.

Leave party feeling starving and utterly shagged out. Collapse in a mess at hotel.

THURSDAY 13TH MAY

Things to do:

Second day of the show. We're almost halfway. Interview Hideo Kojima.

Get up early. Buy two Snickers bars, one for breakfast one for lunch... eat both straight away. Get on the bus and watch the Kojima presentation on camcorder on the way to the show. Get excited (again). See *Call of Duty: Finest Hour* (brilliant), more *Spider-Man 2* (still brilliant), and <cough> Atari's *Mark Ecko: Getting Up – Contents Under Pressure* (er... baffling)... Arrive five minutes late for interview with Hideo Kojima. Goes well despite worrying about stinking of man throughout.

Get shown *Prince of Persia 2*. Thoughtfully provided headphones are set to 11 inducing deafness and an ear-splitting headache. Try to pay attention despite the naked arse of a showgirl dressed as a vampire jiggling just a few feet away behind the monitor. Try to think of questions... *Trrrrry*...

We're the last to leave the show. Stagger back to hotel. Eat massive burgers and curly fries – it is the first proper meal we've had since leaving England. Contemplate begging for tickets to Sony party. Decide to give up and retire to local bar instead... which is soon throbbing with the entire British games industry! Have booze thrust into hand all night. Leave for 'an early night' then look at watch and realise that it's 1am. Bugger.
Collapse fully clothed in bathroom and sleep the sleep of the dead.

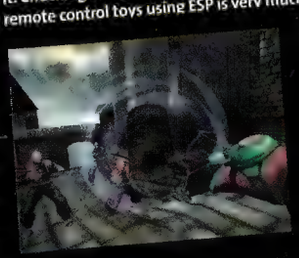
TRENDS

Eating

Games are becoming as tedious as real life. Snake has to eat to survive in *Metal Gear Solid 3* and Carl from *San Andreas* has to eat to keep his stamina up, but not *too* much or he'll get – man alive – fat. Come *GTA6* we'll have to press our trousers, have a bowl of cornflakes and switch on the tumble dryer before we even get the chance to hammer someone's face in. It's madness.

Mind Control

TimeSplitters 3, *Second Sight*, *Psi Ops*, *Destroy All Humans* – they're all at it. Chucking things around and manipulating people's bodies like remote control toys using ESP is very much 'in' this year. it seems.



Team Play

25 To Life, *Battlefield: Modern Combat*, *Star Wars: Battlefront*, *San Andreas*, *Splinter Cell 2*, *Crash and Burn* and countless others are using the 'team' element in their games. If you're not commanding a team, you're in one.

Physics

Soon every game in the world will use the bloody Havok physics engine. *GoldenEye 2*, *Mercenaries*, *Psi-Ops* and millions of other games on show at E3. It seems developers aren't content until their game's chairs topple over in a realistic fashion.

fanboys try to put a brave face on it. "Yeah, well these are just technical demos not proper games..."

"IT IS THE FIRST PROPER MEAL WE'VE HAD SINCE LEAVING ENGLAND"

FRIDAY 14TH MAY

Things to do:

The last day of the show. If we can get through today without embarrassing ourself/dying then we've cracked it.

Have a relaxing lie-in (ie, get out of bed at 8am instead of 7am). Spend all day playing games. Play all three levels of *Killzone* (it's fantastic) then get back to playing *Metal Gear Solid 3*. Fly through first section thanks to previous days experience then tackle tricky second bit. Discover secret 'under the house' crawly bit which clearly marks me out as 'the man'. Complete the demo (and rescue Sokolov) while other envious show-goers crowd around and film my performance. Man behind me in the queue says "Dude, you rock" as I hand him the pad. Feel more proud than I have ever done in my life.

Pull strings and jump the queue to get close to PSP. It looks and feels superb. Try to understand new turn-based strategy *Metal Gear Acid* game. Give up. Film PSP trailers until our arms can't hold a tiny light camera aloft any more.

Sneak backstage on the Nintendo stand to play the new DS handheld. Try not to laugh out loud at its visible crapness. Watch Nintendo

Get invited to go and see the movie Troy. The idea of spending three hours peeking up Brad Pitt's skirt doesn't appeal, but the show is at Mann's Chinese Theatre (the most famous cinema in the world and star of the Pink Panther title sequence). See the movie. Gawp at building. Drink more drinks. Go for another 'early night'. It's 2am. Fall asleep in a pool of lager-based sweat.

SATURDAY 15TH MAY

Things to do:

Go shopping. Catch plane.

Spend two hours packing assorted Beta tapes, DVDs, CDs and paperwork alongside soiled shirts and pants in what is suddenly the world's smallest suitcase. Go to Santa Monica. Rub shoulders with tourists, drunks and British journalists buying cheap iPods. Nearly get run over crossing the road.

On the way back our taxi driver points out the Beverly Hills Hotel. "It's $500 dollars a night," he says. "$500," he says again. "$500..." He lets it sink in. "In Armenia my family could live for a year for $500!". We don't doubt it. "Why are England so rubbish at football?" he asks. "You have good club teams, but your international team... phoof!" We try to disagree. "You win in 1966 and since then... nothing! Nothing!" We go to speak. "NOTHING!" We're too tired to argue. Maybe next year...

THE MAGAZINE YOU'RE READING IS PSM2

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TOP 40 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

1 HITMAN: CONTRACTS

Oi, baldy! Oh... er... sorry Mr 47 sir, please don't kill us... *Hitman* crashes straight into the number one slot this month, wading through the rest like it's filleting fish. Killing's never been so much fun...

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	HITMAN: CONTRACTS ■ Developer: Eidos ■ Publisher: Eidos	90%
2	NE	FIGHT NIGHT 2004 ■ Developer: EA ■ Publisher: EA	88%
3	2	SONIC HEROES ■ Developer: Sonic Team ■ Publisher: Sega	66%
4	1	007: EVERYTHING OR NOTHING ■ Developer: EA ■ Publisher: EA	77%
5	3	LMA MANAGER 2004 ■ Developer: Codemasters ■ Publisher: Codies	87%
6	4	THIS IS FOOTBALL 2004 ■ Developer: SCEE ■ Publisher: SCEE	75%
7	5	WORLD CHAMPIONSHIP RUGBY ■ Developer: Acclaim ■ Publisher: Acclaim	55%
8	NE	ENGLAND INT. FOOTBALL ■ Developer: Codemasters ■ Publisher: Codies	62%
9	6	THE SIMPSONS HIT & RUN ■ Developer: Radical ■ Publisher: Vivendi	77%
10	7	FIFA 2004 ■ Developer: EA ■ Publisher: EA	86%
11	8	NEED FOR SPEED: UNDERGROUND ■ Developer: EA ■ Publisher: EA	86%
12	NE	TEENAGE MUTANT NINJA TURTLES ■ Developer: Konami ■ Publisher: Konami	56%
13	19	EYE TOY: PLAY ■ Developer: SCEE ■ Publisher: SCEE	82%
14	14	SOCOM II: US NAVY SEALS ■ Developer: Zipper Int. ■ Publisher: Sony	90%
15	26	TIGER WOODS PGA TOUR 2004 ■ Developer: EA ■ Publisher: EA	81%
16	25	PRO EVOLUTION SOCCER 3 ■ Developer: Konami TYO ■ Publisher:Konami	96%
17	15	THE LORD OF THE RINGS: ROTK ■ Developer: EA ■ Publisher: EA	86%
18	8	TOM CLANCY'S RAINBOW SIX 3 ■ Developer: Red Storm ■ Publisher: Ubisoft	77%
19	12	CRICKET 2004 ■ Developer: HB Studios ■ Publisher: EA	68%
20	9	SCOOBY DOO: MYSTERY MAYHEM ■ Developer: AM&M ■ Publisher: THQ	51%
21	16	FINAL FANTASY X-2 ■ Developer: Square Enix ■ Publisher: EA	83%
22	18	MOH: RISING SUN ■ Developer: EA ■ Publisher: EA	83%
23	11	WORMS 3D ■ Developer: Team 17 ■ Publisher: Sega	80%
24	13	RUGBY 2004 ■ Developer: HB Studios ■ Publisher: EA	80%
25	17	THE SIMS: BUSTIN' OUT ■ Developer: EA ■ Publisher: Konami	70%
26	23	MAFIA ■ Developer: Gathering ■ Publisher: Take 2	79%
27	20	PRINCE OF PERSIA: SANDS OF TIME ■ Developer: Ubi Soft ■ Publisher:Ubi Soft	87%
28	22	FINDING NEMO ■ Developer: THQ ■ Publisher: THQ	71%
29	24	WWE SMACKDOWN: HCTP ■ Developer: Yuke's ■ Publisher: THQ	88%
30	27	TRUE CRIME: STREETS OF LA ■ Developer: Luxoflux ■ Publisher: Activision	74%
31	29	GTA: VICE CITY ■ Developer: Rockstar ■ Publisher: Rockstar	97%
32	28	TONY HAWK'S UNDERGROUND ■ Developer: Neversoft ■ Publisher: Activision	92%
33	30	EYE TOY: GROOVE ■ Developer: SCEE ■ Publisher: SCEE	68%
34	31	GTA DOUBLE PACK ■ Developer: Rockstar ■ Publisher: Rockstar	97%
35	32	SSX3 ■ Developer: EA ■ Publisher: EA	94%
36	21	BAD BOYS 2 ■ Developer: Blitz ■ Publisher: Empire	51%
37	34	MANHUNT ■ Developer: Rockstar ■ Publisher: Rockstar	91%
38	36	LEGACY OF KAIN: DEFIANCE ■ Developer: Crystal Dynamics ■ Publisher:	79%
39	NE	THE CAT IN THE HAT ■ Developer: Magenta ■ Publisher: Vivendi	27%
40	39	BALDUR'S GATE: DARK ALLIANCE 2 ■ Developer: Black Isle ■ Publisher: Acclaim	82%

02 FIGHT NIGHT 2004

With a flurry of jabs followed up with a jaw-shattering uppercut, *Fight Night* smashes into the chart.

12 MUTANT NINJA TURTLES

It's easier than pulling at a Newcastle hen party, but those Turtles have still got what it takes...

26 MAFIA

Despite the appealing period action, Take 2's gangster yarn's sinking like it's wearing concrete boots. Badda Bong!

39 CAT IN THE HAT

Peeping into the chart like a festering turd in the U-Bend, Vivendi's whiffy film tie-in'll be flushed away by next month.

AMERICAN TOP 5 PS2 GAMES

1	MVP BASEBALL 2004	■ Developer: EA ■ Publisher: EA
2	007: EVERYTHING OR NOTHING	■ Developer: EA ■ Publisher: EA
3	FINAL FANTASY XI	■ Developer: Square Enix ■ Publisher: Square Enix
4	RESIDENT EVIL: OUTBREAK	■ Developer: Capcom ■ Publisher: Capcom
5	MX UNLEASHED	■ Developer: Rainbow Studios ■ Publisher: THQ

JAPANESE TOP 5 PS2 GAMES

1	DERBY STALLION 04	■ Developer: Enterbrain ■ Publisher: Enterbrain
2	KINNIKUMAN GENERATIONS	■ Developer: Bandai ■ Publisher: Bandai
3	DRAGON QUEST V	■ Developer: Square Enix ■ Publisher: Square Enix
4	CRIMSON TEARS	■ Developer: Capcom ■ Publisher: Capcom
5	GENERATION OF CHAOS IV	■ Developer: Idea Factory ■ Publisher: Idea Factory

Derby Stallion 04's got several lengths lead over in Japan, while in the US, predictably, it's EA once again dominating the chart.

10 THINGS YOU MUST DO THIS MONTH

1	Stock up on tinnies, clear your diary and settle down to watch Euro 2004.
2	Do some overtime to pay for all the ace games you'll be playing in the next year.
3	Play *England International Football* to remind yourself just how good *PES3* is.
4	Pretend we're having a good summer by wearing shorts, even if it's pissing it down.
5	Tear yourself away from your PS2 long enough to even notice it's summer.
6	Mow the lawn, wash the car or do something else to impress your partner/mum.
7	Buy The Streets' album and marvel at Mike Skinner's 'lyrical genius'.
8	Get into the spirt of E3 by shouting and running around endlessly for three days
9	Pretend you're in 'Nam by hiding in a ditch and calling people 'Charlie'
10	Ramp up da ruckus down at Waitrose in preparation for the latest 'urban' games.

5 THINGS TO DO... AT YOUR VERY FIRST E3 SHOW

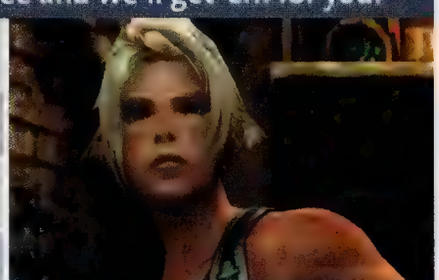
1	Get your photo taken with multiple 'booth babes', while grinning like a total idiot.
2	Miss an appointment 'cos you can't for the life of you find booth 762 in the Petree Hall.
3	Pay 100 dollars for a cab ride, only to find out your hotel's 500 yards from the show.
4	Grit your teeth and resist the urge to punch sweaty Yanks who tread on your toes.
5	Try and see all the games you want to without keeling over from heat exhaustion.

MOST WANTED

THIS MONTH:
SAM THOMPSON
FROM BIRMINGHAM

Tell us what games you want to see and we'll get 'em for you!

1	FINAL FANTASY XII	■ Developer: Square Enix ■ Publisher: Square Enix
2	FINAL FANTASY XI	■ Developer: Square Enix ■ Publisher: Square Enix
3	MONSTER HUNTER	■ Developer: Capcom ■ Publisher: Capcom
4	KINGDOM HEARTS 2	■ Developer: Square Enix ■ Publisher: Square Enix
5	RATCHET 3	■ Developer: Insomniac ■ Publisher: Sony



Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be The Best PlayStation 2 Magazine In The World Ever, but wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name.....
Address.....
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.....
What do you want?.....
.....
.....

TOP 10 DVDS

What's big in DVD movie rental

1	THE LAST SAMURAI
2	S.W.A.T.
3	KILL BILL VOLUME 1
4	OUT OF TIME
5	BROTHER BEAR
6	STUCK ON YOU
7	STARSHIP TROOPERS 2
8	FREAKY FRIDAY
9	PETER PAN
10	MASTER AND COMMANDER

Hands

"ARACHNOPHOBICS NEED NOT APPLY"
SPIDER-MAN 2, PAGE 40!

14 E3 BLOWOUT
In case you just missed the biggest collection of new games put through their paces by PSM2's dedicated team at E3 – take a jump back and see it.

40 SPIDERMAN 2
Swinging nimbly around the New York skyline and battling the forces of evil is all in a day's work for Spidey. Ain't no flies on this superhero...

42 ATHENS 2004
Probably your only chance to become a world champion decathlete or gymnast. Attach a dance mat and you might even shed some PS2 fat.

You want more?!
How about the E3 motherload with *Shrek 2* (page 14), *MGS3* (page 18), *Killzone* (page 19). PLUS loads more on *Mercenaries*, *THUG2* and *Call of Duty*.

WELCOME...

DAN D

The ceaseless rattle of gunfire, napalm raining down like a baptism of fire, the crack of a rifle and then sweet, sweet darkness. No, not the Vietnam war, but a night out in Bath city centre. You don't know true fear until you've dodged a boy racer's souped-up Volvo and ingested a burger that may or may not have contained any actual *meat*.

Anyhoo, this month's tiny hands-on section (you can thank our vast E3 motherload for that) brings together three very different beasts; the meatiest being Pivotal's tasty *Conflict: Vietnam*. We also take a peek at Spiderman's latest web-slingin' jaunt (and it's brilliant) and the new game based around the forthcoming Olympic games. A mixed bag, but all three games have one thing in common; quality. And as a quick glance around the mag will show, the best is yet to come...

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent. You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.

STOP, LOOK AND LISTEN

Strategy plays an important role in *Conflict: Vietnam* – the game world is literally bu[ilt] with places to hide, attack from and invade. Bridges need securing, weapon sto[res] to be destroyed and enemy installations need wiping out. How you decide to mani[oeuvre] and manoeuvre the harsh environment is key to your success. Your team's weapon[s] also useful. Get the sniper somewhere high, hang the medic back, get the grenadie[r] to assault behind the rifleman – just one strategy of many. And things heat up seriously when the tanks start rolling in; reckless charges towards the things will only result in death.

BECAUSE WE PLAY EVERY GAME WE PREVIEW

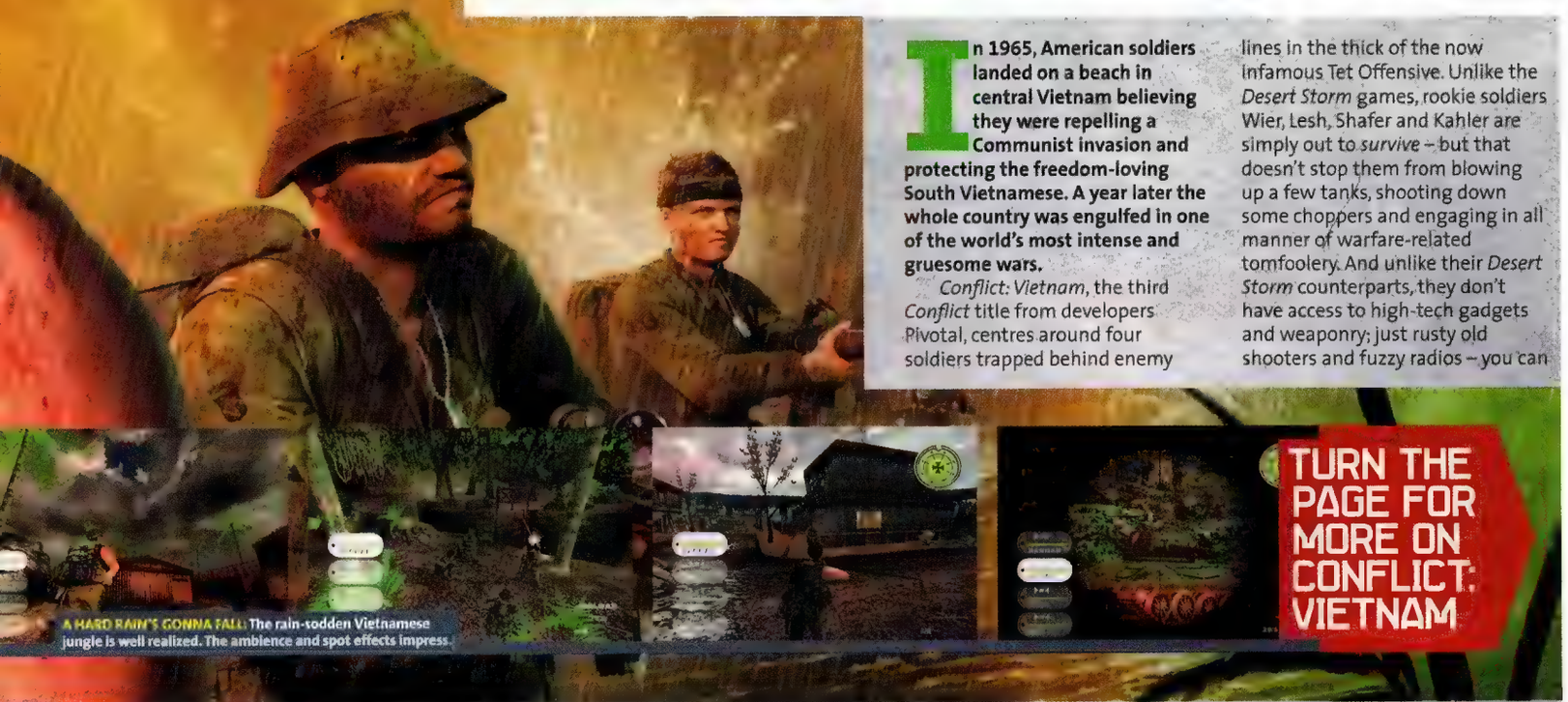
DEVELOPER Pivotal ■ PUBLISHER SCi ■ GAME TYPE Action Strategy

CONFLICT: VIETNAM

"The jungle floor is littered with horrible booby traps that are designed to maim rather than kill"

In 1965, American soldiers landed on a beach in central Vietnam believing they were repelling a Communist invasion and protecting the freedom-loving South Vietnamese. A year later the whole country was engulfed in one of the world's most intense and gruesome wars.

Conflict: Vietnam, the third *Conflict* title from developers Pivotal, centres around four soldiers trapped behind enemy lines in the thick of the now infamous Tet Offensive. Unlike the *Desert Storm* games, rookie soldiers Wier, Lesh, Shafer and Kahler are simply out to *survive* – but that doesn't stop them from blowing up a few tanks, shooting down some choppers and engaging in all manner of warfare-related tomfoolery. And unlike their *Desert Storm* counterparts, they don't have access to high-tech gadgets and weaponry; just rusty old shooters and fuzzy radios – you can



A HARD RAIN'S GONNA FALL: The rain-sodden Vietnamese jungle is well realized. The ambience and spot effects impress.

TURN THE PAGE FOR MORE ON CONFLICT: VIETNAM

ANTICIPATED FEATURES

- A four-strong team that can be tweaked and tailored to suit your gaming style.
- Drive your men around in a jeep and man an armoured gunboat.
- Battle across the jungles and streets of war-torn Vietnam.
- Interact with NPCs and engage in optional secondary missions.

WHERE IT'S AT...

- The game still has a long way to go. The basic engine and visuals are intact, but gameplay needs further tweaking if it's going to stand up to its predecessors. Still, it's not out until September, so we're expecting the finished product to be something very special indeed.

procure something more powerful later, but for your first foray into the bush, things ain't pretty.

Anyone familiar with the previous two *Conflict* games will find controlling *Vietnam* a doddle – the intuitive squad control system has remained largely the same, although context-sensitive options now appear when certain items are highlighted; wave the cursor over a gun emplacement and 'destroy' will appear, for example. Another incredibly useful gameplay feature is the ability to call out for a medic when you're wounded – previous games saw you running all over the place looking for your felled chum. As a result of these two simple tweaks, the strategy aspect feels more dynamic than slow-paced, clicky nonsense like *Ghost Recon*.

NAPALM TEES: Call in an airstrike and they'll rain down fiery death.

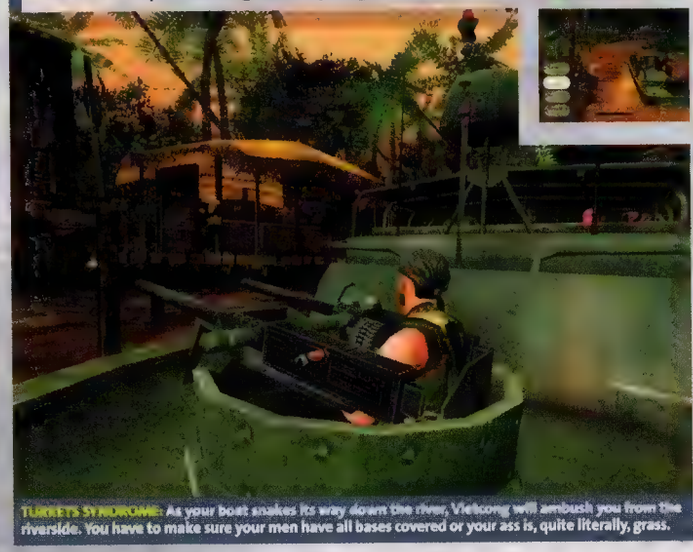
The dense jungle setting is done well. While it occasionally falls into the trap of being more like a 'path' through some trees, the general feeling is that you're traversing a twisting, leafy maze of trees and shrubbery. There's also a pleasant ambience to the place; the constant murmur of animals, insects and swaying leaves adds a serenity to the imposing surroundings that is quickly shattered when a firefight ensues. The flora and fauna of the jungle is well represented; butterflies flutter around, goats and chickens from nearby villages scutter past at some points and the whole place feels *alive*.

But this is war after all, and the jungle floor is littered with horrible booby traps that are designed to maim rather than kill (think about it; it takes one man to take care of a dead man, but ten to tend to an injured one). Tripwires are a favourite, as are pits full of excrement-tipped pungee spikes (it causes infection, you see) so you've got to keep your eyes peeled if you want to successfully navigate these horrors. This all adds extra depth to proceedings, and consequently the game feels more 'full' than *Desert Storm*, which was a bit empty and soulless at some points. This is a battle zone that will test your cunning as well as your skill behind a rifle. Later on you'll also visit the old South Vietnamese capital of Hue, so expect frantic street combat in the style of *Desert Storm II*.

Vehicles have also survived the transition to *Vietnam*. The jeep's back, which helps on some of the more open levels and there's also an Apocalypse Now-style gunboat for a tasty looking river stage. Apparently, the physics have been totally redesigned, so expect more ease of control behind the wheel (this was a problem that plagued the first two *Conflict* games). You can also call in air strikes later in the game – seeing a squadron of Skyhawks blanketing the designated area with a shower of bombs is both fantastic and a great relief. These also come into play when installations or structures need removing and C4 simply won't do the job. One of the best things about the *Desert Storm* games was trying to figure out an

DRIVEN FORWARD

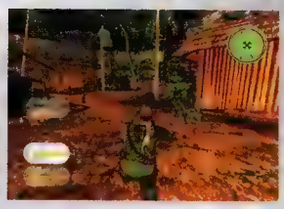
Vehicles add an extra dimension to gameplay and make things more interesting. The gunboat mission is a nod to Francis Ford Coppola's Apocalypse Now, as you crawl down the river in your armoured bucket staring nervously at the muddy shore for hidden gunners. The jeep from *Desert Storm* also returns, and you can have multiple men doing different jobs; gunner, driver, etc.


TURRETS SYNDROME: As your boat snakes its way down the river, Vietcong will ambush you from the riverside. You have to make sure your men have all bases covered or your ass is, quite literally, grass.

"THERE'S AN APOCALYPSE NOW-STYLE GUNBOAT FOR A TASTY RIVER STAGE"

EXTRACTOR FAN: The Huey choppers will extract you from each level.

TRACK AND HERT: Take out the tank's tracks with C4 or just blow it up with an RPG.



ALL THE TRAPPINGS

As you'll have no doubt seen in countless 'Nam movies, the war-torn jungles were filled with lethal booby traps. Some of the more brutal were the pungee spike traps. Brushing past a twig could trigger a swinging wall of sharpened bamboo shoots that would slam directly into your face and chest. Mostly these would only *injure* hapless infantrymen, but that was the idea. Killing a man isn't as effective as disabling him since countless men will have to tend to his wounds, eating up valuable resources. There are various ways to remove the traps – but some methods aren't always effective.

WIRE WE WAITING: Spotting the traps is only half the battle. Pain lies around every corner.

RATCHET AND TANK: Getting hold of these suckers really turns the tables...

PITFIGHTER: The extraction choppers fly in as you prepare to end the level.

AREE BIEN: Make sure you don't get separated from your team.

effective way to stop tanks. There were so many methods and strategies available to you that it made the game feel truly innovative. The good news is that they're back, along with several other tough-as-nails enemy vehicles and a range of mounted machine guns that must be strategically neutralized.

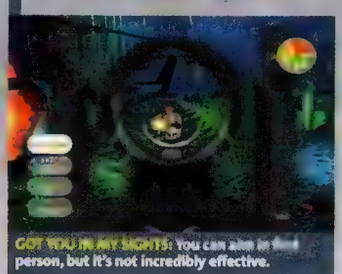
At the end of each mission you are awarded experience points. Avoid harming civilians, quickly end the mission and complete all secondary objectives for maximum pointage. The levels are littered with hidden weapon caches that eagle-eyed gamers can spot and destroy for extra experience. Once the mission's over, you can dish these points out to your men in various different skill areas – you could make one man a superior medic, for example. Your team's skills are totally under your control. It's this sort of innovation that will really make *Vietnam* a *proper* sequel. **PSM**

Conflict: Vietnam will be tearing through the jungle in September.

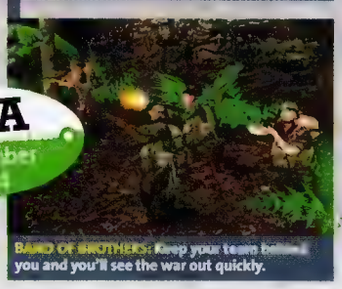
ETA September 2004

ITCHY TRIGGER FINGER

Gun nuts will be pleased that *Conflict* comes replete with an array of authentic period weaponry. The developers went so far as to find the original guns and record their firing sounds for the game. Another neat feature lets you take weapons from felled enemies, so you'll dabble with Vietnamese gunnery. There's also a new grenade type; the flame grenade. This, as you'd expect, creates an arc of fire and toasts anyone who gets in the way. These, along with the flashbang and fragmentation grenades make for a powerful arsenal.



GOT YOU IN MY SIGHTS: You can aim in third person, but it's not incredibly effective.



BAND OF BROTHERS: Keep your team behind you and you'll see the war out quickly.

ANDY'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

After a brief paintball skirmish in the Wiltshire countryside Andy's become a born again Vietnam vet.

■ **NAME** Private Kelly ■ **DATE** 15/4/04 ■ **LOCATION** The Wiltshire jungle

"Having suffered the rigours of my own mini Vietnam to view the game (don't ask), I was expecting something truly special from Pivotal. I wasn't disappointed. *Vietnam* takes the finest elements from the excellent *Conflict* series, refines them and then sticks them in a brilliant jungle environment. The finest addition, however, has to be the RPG-style character upgrade system; you can focus each character on specific skills, and thus make your team function in any way you specify. This adds an element of creativity that other strategy action games simply don't provide. The subtleties and nuances of *Vietnam* make *Ghost Recon* look like it's dragging its feet. The code I played was still undergoing refinement – the auto aim was jumping all over the place, a problem that simply *has* to be fixed – but we got a decent taste of what was to come. If the developers can successfully take the elements that make up the Vietnam films we love and put them in game form, then this should be the berries. The ability to call in napalm strikes, being able to man a range of vehicles and easy-to-use teamplay mechanics are all in *Conflict: Vietnam*'s favour. We loved the first two *Desert Storm* games (the second one more so), and we expect the same high quality warfare from the Vietnam flavoured *Conflict*. We can but hope."

MY BEST BIT...

■ Wandering into a Vietnamese temple and suddenly coming under fire from hundreds upon hundreds of Vietcong. They're *everywhere*.

MY WORST BIT...

■ Getting momentarily lost in the endless jungle. For the most part the path's clear enough, but sometimes you'll wind up wandering aimlessly.

ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★

WATCH IT ON THE DVD VIDEO

■ **DEVELOPER** Treyarch ■ **PUBLISHER** Activision
■ **GAME TYPE** Action Adventure

SPIDER-MAN 2

"It makes you believe that you're a genuine, arachnid superhero"

ANTICIPATED FEATURES
- A free-roaming style which allows you to choose your missions at will.
- 100 mini missions, plus the main plotline will offer hours of web-spinnin' action.

WHERE IT'S AT...
- The game's already at an advanced stage. There are a few impurities to sort out, but it's well on schedule for the Summer release date.

Bulging from Lycra tighter than J Lo's sloggis, Spider-Man is back. After dusting the old cobwebs off *Spider-man: The Movie*, the wall climber returns, and this time he's not just a domestic, interior dwelling eight-legged freak, he now has an entire city to spin his sticky webs across.

In the previous game, Spidey wasn't able to get down and dirty on the street level, which was stupidly unrealistic (while the whole thing about a guy being half man and half spider is totally on the money...). Well say hello to the new improved Spider-Man, a free-roaming action adventure that puts you in the suit and lets you go anywhere and do exactly as you please. With this *GTA*-style freedom you're a sort of freelance superhero. You can spot trouble with your spider sense then swoop down and help out the needy on the streets of Manhattan. There are hundreds of mini tasks that you can complete at your leisure – which is becoming a bit of an Activision trait in line with *THUG*, *True Crime* and *Mototrax*. It's all about freedom.

THE SPIDER SHUFFLE: It's not all web-slinging. Spidey loves dancing too.

Even at this early stage of development the graphics have been substantially sharpened, with the scenery being particularly impressive. The whole game plays from dusk till dawn in real-time, and the appearance of the sky and buildings change accordingly. For example as the sun starts to set on the city, the sky turns pink and the street lights become illuminated. It's nice to have a realistic transition from day to night as it's rare in PS2 games.

ON THE LEVEL: Walk the streets or swing to impossible heights. Your choice.

The animation of Spider-man is another area that's been reworked. The web slinging now feels more convincing, with webs only ever attaching to buildings (rather than the sky as before) giving rise to a new pendulum-style way of swinging through the city. You have to aim for opposite sides of the street to swing your way down them. with a little practice it's second nature and a lot more... um... realistic.

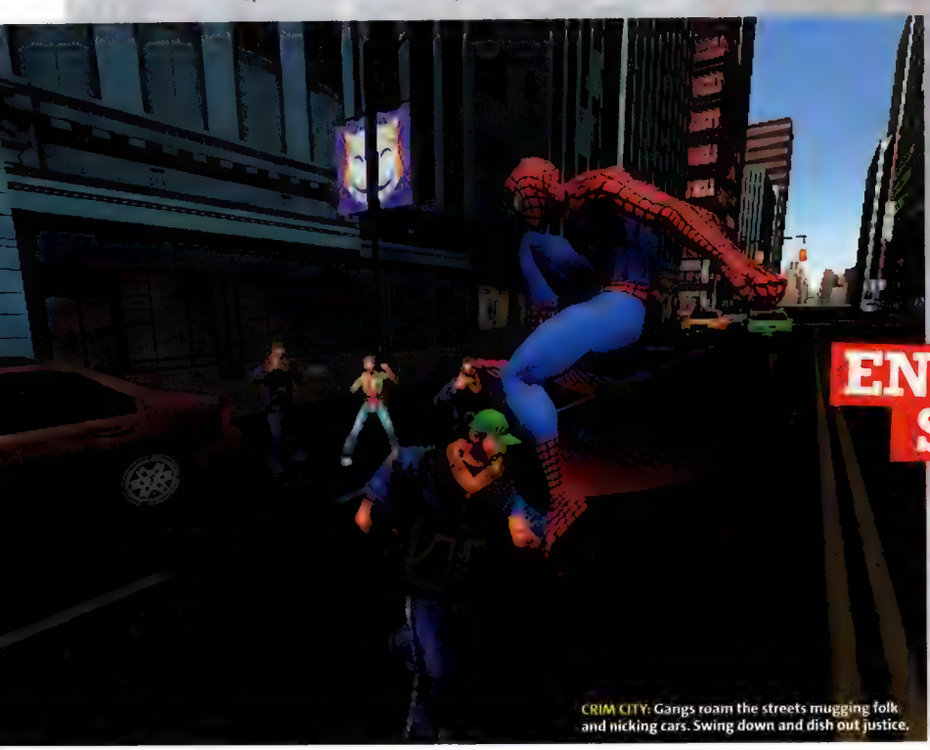
Unlike Spidey's previous outing on PS2, if he's hurtling towards the ground, he won't automatically unleash a web to save himself from becoming a tarmac pancake. Instead, the incredible fluidity of his movements will allow him to hit the ground running. If you've watched the Spider-Man movie (and seen a trailer for the second) the new in-game Spidey moves in exactly the same way: You swing, you spiral, you land you run – you can do anything a spider(man) can.

The only gripe is that if you lose your timing and lose your momentum forwards you could end up hanging around like a dead weight on a wire, completely prone to being twatted with a huge rolled

I REALLY AM SPIDER-MAN

One surprising fact about the game is that all the actors from the film have been roped in to perform the voices for their digital counterparts. So, when Spidey is having a conversation with Mary Jane, the voices resounding in your ear lobes, are that of Tobey Maguire and flame-haired goddess, Kirsten Dunst. Rumour has it that Lou Diamond Phillips was one phone call away from performing Spider-Man's vocal abilities, but thankfully he'll stick to B-grade tripe.

TOBEY THE MONEY: Yes, Activision even stumped up for the proper actor's voices.


CRIM CITY: Gangs roam the streets mugging folk and nicking cars. Swing down and dish out justice.

"HE NOW HAS AN ENTIRE CITY TO SPIN HIS STICKY WEBS ACROSS"

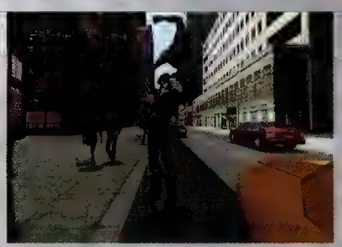
...ESQUE: The stare-out ... entered it's ... room.

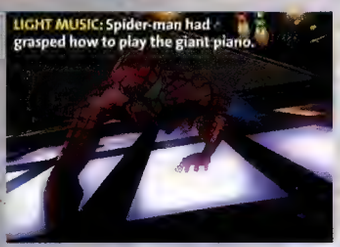
STICKY TOMLINSON: Once you're attached to a building you can run around on it.

HANG WARFARE: Capture bad guys in your web then lash them to lamposts.

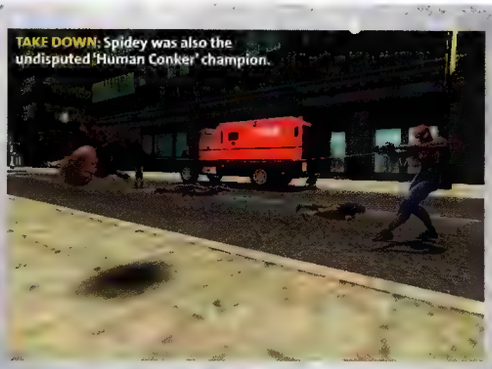
COPTER CRUISE: Only Spider-Man can beat the traffic in style.

UP THE TAXI: Feeling lazy? Hitch a ride on the roof of a car.





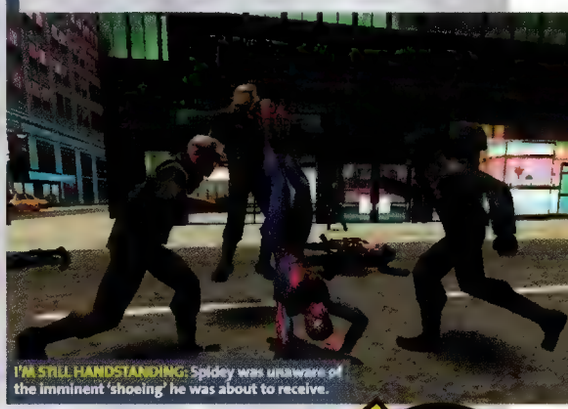
LIGHT MUSIC: Spider-man had grasped how to play the giant piano.



TAKE DOWN: Spidey was also the undisputed 'Human Conker' champion.

PETER PAYNE

There's been a Herculean effort to make *Spidey 2* far more involving since his last outing. There's an all-new fighting system which allows Spidey to kick the living breath out of all wrong doers. Another new addition is your Spidey Sense, which not only warns you an enemy is about to strike, it also slows things down in a *Max Payne* style so that you can unleash devastating combos onto your sloth-like assailants. This helps to even things up when the you're outnumbered. It's all designed to make you look good and feel cool.



I'M STILL HANDSTANDING: Spidey was unaware of the imminent 'shoeing' he was about to receive.

MINI ADVENTURE

There are 100 mini missions in all. One we saw involved a woman who'd been car-jacked. The webbed wonder has to chase the vehicle, leap on top of it, and smash the windscreen, so that he can grab the bewildered bad guys. Another mission saw Spider-Man rushing an injured workman to the hospital before he croaked it. All of these are side quests from the main plot and it's a great idea to have a break from battling the super criminals. Once you've completed a task you're rewarded with Spidey points that allow you to acquire power-ups, like fighting combos and web attacks at selected checkpoints.

MONKEY MADNESS: The chimps at the Safari Park loved their new Spidey pyjamas.

JUNGLE JIM: Swinging from building to building (rather than from the sky) feels great.

up copy of the Daily Bugle. This can be particularly annoying when you're racing against the clock during some missions – the faster you go the more essential it is to time your 'thwips' correctly. Another problem was that sometimes the camera chooses despicable angles at the most inopportune moments. If you want to scale an on-coming building while swinging through the air, a tap of ◎ will allow you to attach to it, rather than smash against it. But, once you've completed the manoeuvre, the camera zooms in so much, that you can't actually tell which direction you're facing.

With over a month to expel the technical glitches in time for the big release, PSM2 is relishing the prospect of getting to grips with the final polished article. The webbed-wonder's second outing is looking great, and the chance to actually 'be' Spider-Man is too much of a mouth watering vision to ignore. Even arachnophobes are going to love it. **PSM**

Spider-Man 2 is released on June 30th. We'll have the world's first review next month. Hang on tight...

ETA Summer 2004

NATHAN'S OPINION.

LIVE AND DIRECT FROM AROUND THE GLOBE

Swinging across to the other side of the 'pond', Nathan visited to the States to be trussed up in Activision's web.

■ **NAME** Nathan Irvine ■ **DATE** 13/05/04 ■ **LOCATION** Activision HQ, LA

"As a child, I owned a pair of Spider-Man pyjamas. When I put my cotton nightwear on each evening I 'was' The Man. Fast forward a decade and I'm too big for the aforementioned 'jams, but after picking up the pad at Activision's Los Angeles headquarters recently, all the memories came flooding back, because – just as before – I 'was' Spider-Man in a way the previous game totally failed to deliver.

Spider-Man 2 is already brilliant. Fact. It's the sort of game that you can become submerged in. This has a lot to do with the free-roaming, swing-anywhere gameplay dynamics that make you believe that you're a genuine, arachnid superhero. You decide what mission you want to handle, be it helping out old ladies or getting to grips with more complex missions that further the (locked into the movie) plot. OK, so there were some glitches like the iffy frame-rate, and glitchy character interaction but this is all so fixable as to hardly be worth mentioning.

Finally we have a game that lets you play as a superhero in a living city, rather than routinely following a set path of themed missions towards the games end. Like Vice City you can of course just go for the main objectives but you'll *want to* mix it up with some of the hundreds of mini-missions en-route. Superb stuff. Review next issue."

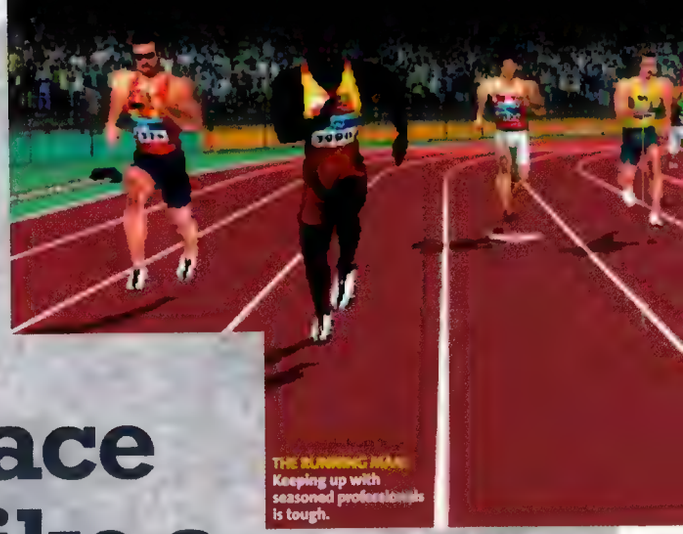
MY BEST BIT...

■ The total freedom you have to explore the city by roaming both the streets and the rooftops is thrilling.

MY WORST BIT...

■ Swinging confidently around the city and then slamming into wall can seriously dent your momentum. And your patience.

ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★★


THE RUNNING MAN: Keeping up with seasoned professionals is tough.

■ **DEVELOPER** Eurocom ■ **PUBLISHER** Sony ■ **GAME TYPE** Sports

ATHENS 2004

"You start the race bashing away like a sexually-frustrated baboon"

ANTICIPATED FEATURES

- Seven genuine Olympic venues including the Nikaia Olympic Weightlifting Hall and the historic Panathinaiko Stadium of Archery.
- Indulge in every major Olympic event from archery, swimming and shooting to sprinting, pole vault and many more.
- Dig out your old dance mat and engage in furious, foot-powered events including gymnastics, sprinting and hurdles.

WHERE IT'S AT...

- The game's pretty much finished – it just needs further tweaking and general fiddling with before it's unleashed onto the public.

Is this the hardest game in the world? Possibly – and not because there's a particularly steep learning curve – it's just that you need thumbs of steel to be any good at the thing. This is a button-mashing extravaganza (much like the *Track and Field* games of yesteryear) and it'll tear your fingers to *pieces*.

The thing is, though, this mashing madness inadvertently makes *Athens 2004* a fairly accurate simulation of real athletics. Sort of. You start the race, furiously bashing away like a sexually-frustrated baboon, but as the finish line draws near you start to tire – the rigours of the race saps your strength and you claw away at the buttons with your last droplets of energy, feverishly trying to eke a victory out of the DualShock. But to no avail. You arse it up, lose the round and your chances of achieving gold are dashed. Just like the real Olympics, then – especially for the British.

The majority of events involve tapping ○ and ◎ sequentially, but some call the L1 button into play. For instance, swimming requires you to periodically gasp for air, so a tap of L1 makes your athlete pop their head out for a breather. Okay, so it's not the most complex game in the world, but it's a lot of fun. Not for extended periods of time, but a quick ten minute blast will keep your fun lobes well and truly appeased.

Some events make more traditional use of your controller; skeet shooting and archery utilize a basic 'push ⊗ to fire' system, but ultimately the game boils down to endless tapping. In saying that, Eurocom have attempted some variation. Connecting a dance mat to the PS2 opens up a range of compatible events – gymnastics will test your footwork, whilst track events require you to actually *run* to push your character forward. The game also shines in multiplayer; four people can batter away at events, and this competitive nature makes it ideal for battling with your mates.

Athens 2004 is out in early July.

SHOOT TO KILL: This is by far the easiest event.

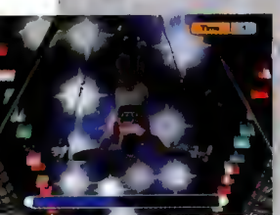
EVENT HORIZON

Swimming events include Backstroke, Breaststroke, Butterfly and Freestyle events. Athletics has Track and Field areas (including High Jump, Long Jump, Triple Jump, Discus Throw, Hammer Throw, Javelin Throw, Pole Vault, Shot Put, 100m-1500m running, 100m Hurdles), as well as the Combined area (including Decathlon and Heptathlon). Gymnastics features Floor Exercise, Rings and Vault events. Additional sports include Archery, Equestrian (individual Mixed event for Jumping), Shooting (Skeet event) and Weightlifting (Clean & Jerk event). Phew...

LIFT OFF: Getting the weights this high requires minutes of pad-thrashing.

GOING SWIMMINGLY: If you forget to come up for air you may die, unfortunately.

OBSTACLE COURSE: The hurdles require split-second timing plus finger mashing.



ETA July 2004

ANDREW'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

Sweaty after a few laps of the PSM2 track, Andy tests his finger dexterity.

■ **NAME** Andrew Kelly ■ **DATE** 10/05/04
■ **LOCATION** PSM2 high altitude training camp.

"*Athens 2004* is ideal for the summer season. If you're looking for a competent accompaniment to the forthcoming games, then you can do a lot worse than this. To get the best out of it, however, you'll have to gather three chums as the multiplayer infinitely excels single-player mode. The dance mat compatibility is an excellent idea, as the button-mashing won't be to everyone's taste, but there are a few events that cater for the limp-wristed. You'd have to *really* love athletics to truly appreciate *Athens 2004*, but even outsiders will appreciate it's back-to-basics approach to the sports genre. But will it take the gold? Best wait for the review..."

MY BEST BIT...
■ Achieving my first gold medal in the 200m. A true feat of persistance and finger strength.

MY WORST BIT...
■ Are blister-ridden thumbs worth a virtual medal? I don't think so.

ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★★

Mum, is it alright if I go and play with Lee in Pyongyang?

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"LIKE TRYING TO NAVIGATE A FEATHER ON A STRING AROUND A WINDY FIELD"
CYCLONE CIRCUS PAGE 67

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

56 SYPHON FILTER: THE OMEGA STRAIN
Do you think they could make that title any longer? Do you?

60 DRAKENGARD
Dragons make great pets and, unlike cats or hamsters, incinerate all who cross you and tear out their charred, smoking hearts. Sweet.

66 CY GIRLS
Are they girls who drink cider? Are they as much fun as bi girls? And why does the blonde one look so much like Raiden?

You want more?!
Well, we've got reviews of Riding Spirits 2 (68), Way of the Samurai (62), Powerdrome (67), MTV Music Generator 3 (64), Smash Court 2 (65), plus loads more...

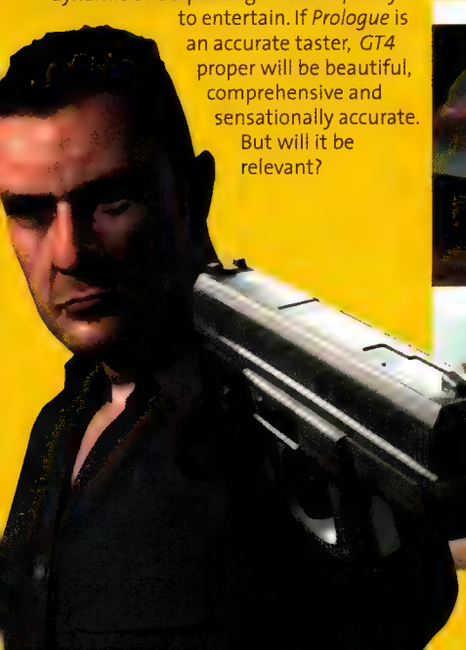
WELCOME...

DAN G

***Driv3r* has been delayed again and won't be rev... sorry, it's a reflex. *Driv3r* is actually reviewed exclusively right over the page – yup, it's finally here, we've got it and nobody else has. Not bad, eh? And in the same issue as we review *Gran Turismo 4*, as well.**

Well, kind of... against expectations, *GT4: Prologue* is coming to Europe. And certainly, it's smoothly stunning in all the ways we expect. *Exactly* as we expect... is that a good thing? Call us hard to please, but while the first *Gran Turismo* was undoubtedly a key moment in gaming – others still try and *still fail* to beat it on its own terms – *GT*'s design is almost identical six years on. Six.

Some big, big games are competing on their own terms now, not *Gran Turismo*'s. *Burnout 3*, *NFS: Underground 2*, *Driv3r* – all mix visual realism with ultra-dynamic underpinnings created purely to entertain. If *Prologue* is an accurate taster, *GT4* proper will be beautiful, comprehensive and sensationally accurate. But will it be relevant?



EXHAUSTIVE REVIEW ► PAGE 46

DRIV3R

You saw it here first!

PLAYING PS2 LONGER, HARDER,

► DANIEL GRIFFITHS
EDITOR: Dan's been finding this piece of paper bemusing and slightly laughable for three months now. What's on it? 14 men have died trying to find out. God rest their souls.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Driv3r*

► DANIEL DAWKINS
DEPUTY EDITOR: Dan loves the new office software. "Brilliant!" he weeps, jumping on his desk and snapping all his pencils, "Sodding brilliant! Why won't you just save? Oh, great!"
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *Onimusha 3*

► JORIN SIEVERS
PRODUCTION EDITOR: Having mysteriously fled New Zealand, Jorin has been unable to adequately explain what happened to Old Zealand. He has an alibi... but still.
SPECIALIST IN: Strategy Action
FAVE GAME THIS MONTH: *MTV Music Generator 3*

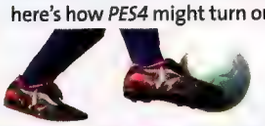
REVIEWS

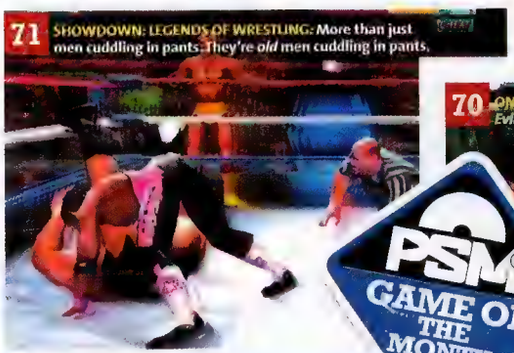
58 GRAN TURISMO 4: PROLOGUE SIGNATURE EDITION: Polyphony Digital kindly dispenses a little taster for *GT4*...

TWO HALVES! ▶ PAGE 72

WINNING ELEVEN 7 INTERNATIONAL

22 grown men fiddling with a ball – it'll never catch on. But if it does, here's how *PES4* might turn out...





71 SHOWDOWN: LEGENDS OF WRESTLING: More than just men cuddling in pants. They're *old* men cuddling in pants.

70 ONIMUSHA: Where next for *Resident Evil*'s most famous offspring?

PSM2 GAME OF THE MONTH

REVIEWED THIS MONTH!

DRIV3R	46
SYPHON FILTER 2: THE OMEGA STRAIN	56
GRAN TURISMO 4: PROLOGUE	58
DRAKENGARD	60
WAY OF THE SAMURAI	62
MTV MUSIC GENERATOR 3	64
SMASH COURT TENNIS PRO TOURNAMENT 2	65
CY GIRLS	66
CYCLONE CIRCUS: POWER SAIL RACING	67
POWERDROME	67
RIDING SPIRITS 2	68
ONIMUSHA 3	70
SHOWDOWN: LEGENDS OF WRESTLING	71
WINNING ELEVEN 7 INTERNATIONAL	72

DVD MOVIE REVIEWS

OPEN RANGE	74
ALIAS SERIES 2	75
RUNAWAY JURY	75
RESERVOIR DOGS (SPECIAL EDITION)	75
POLICE ACADEMY: 20TH ANNIVERSARY EDITION	75
THE SIMPSONS: GONE WILD	75
PAYCHECK!	75
SCARY MOVIE 3	75

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD

Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD

Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD

Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH

The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

▶ NATHAN IRVINE

STAFF WRITER: Nathan decided to wear a hat 'longer, harder, faster' than Adrian, which drew gasps. Not from Adrian though. Adrian barely flinched. He's seen it all before.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH: *Syphon Filter: The Omega Strain*

▶ ADRIAN LAWTON

WRITER: it's a long-standing joke that Adrian is a robot, which many assume is because he looks like C3-PO. Not true. It's actually because of the wires and actuators inside him.
SPECIALIST IN: RPGs
FAVE GAME THIS MONTH: *Driv3r*

▶ ANDREW KELLY

STAFF WRITER: Andrew says he knows absolutely everything, but he doesn't know what's being written here [Oh yes I do – AK] so we can safely... hey, how did that get there?
SPECIALIST IN: Humilty
FAVE GAME THIS MONTH: *Onimusha 3*

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how Goltz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like: not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, end level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS

Developer: Reflections
Publisher: Atari
Players: 1
Memory Save: 81kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"EVERYTHING YOU EVER WANTED TO DO IN A DRIVER GAME IS NOW A REALITY"

PSM2#46

GAMEFAX

Driving
Gangster
Sequel
Violent

TRIVBURST

- Explore three cities; Miami, Nice and Istanbul.
- Eight weapons including grenade launchers, shotguns and assault rifles.
- Realistic driving and a complex damage system.

Like a potato-faced murderous womble Tanner makes good use of the things that he finds. Such as this machine gun.

"CAN TANNER OUTRUN AND OUTGUN VICE CITY'S VERCETTI?"

DRIV3R

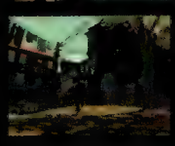
The world's FIRST and ONLY review – after years in hiding, can Atari's old stager reclaim its turf from GTA:Vice City? The gloves are off...

It's a stifling hot afternoon in the middle of July. You're stuck in traffic, and you're trying your hardest not to look at the man in the car next to you dredging his ears with a biro. Then, a bus pulls up full of shrieking children and two of them start singing Westlife songs *very loudly*. Finally, the snake of vehicles judders into motion and you leap on the accelerator, expecting to soar away from the hold-up. But no – the short-lived burst of motion quickly ends and you're back to square one. And the biro has entered the man's nose. Thankfully, *Driv3r* isn't *entirely* true to reality, and you can enjoy yourself in the streets without fear of running into road-hogging arseholes. And even if you do, you can just run them over. Or shoot them in the face.

PSM2 GOLD AWARD

The *Driver* games have always revolved around one thing and one thing only; nerve-gouging, chest-pumping car chases. Yes, there's some on-foot stuff to break up the driving, but we'll get to that later – *Driv3r* really shines like the sun when you're strapped into a rusty, fuel-sapping jalopy, careering through backstreets, skidding into coffee stands, crashing through storefronts and carving through lanes of traffic. You play as Tanner, the star of the previous two PSone games (this is the first on PS2) and, once again, while very much the lawman you operate very much above the law.

The city driving mechanic of the previous games returns and – as before – it's perfect. This is how a driving game should be – open cities, do-what-you-like gameplay and hundreds of pedestrians and other cars to get messy with. But, as always, there's the local constabulary to consider. There's a Frank Serpico around every corner waiting to flick on the sirens and bust your sorry ass. They're tenacious bastards too, making reckless lunges across busy intersections in a desperate attempt to wreck your motor. Knock a parking meter over and you'll be whumped into the nearest lamp post, and running a red light seems to attract the combined attention of the entire 53rd precinct. While this sounds like bags of fun, it actually detracts from the realism of the game. The law enforcement side of things feels slightly deranged; nudge past a squad car and you're suddenly America's most wanted.



The level of control lavished on your rides is definitely the highlight of the game. The thrill of chucking a monstrous 70s roadster with blancmange suspension around street corners defies lucid description. The thrum of the V8, the

"DRIV3R PUSHES THE PS2 HARDWARE TO IT'S ABSOLUTE LIMIT"

PUBTALK

The smart arse thing to say down the boozer.

"Michael Madsen – the clever chap who voices Tanner – has written three books of poetry. One of them is called 'Eat The Worm'."

TOP 5 DRIVERS

- Frank Bullitt
- Popeye Doyle
- Dave Starsky
- J.J. McClure
- Elwood Blues

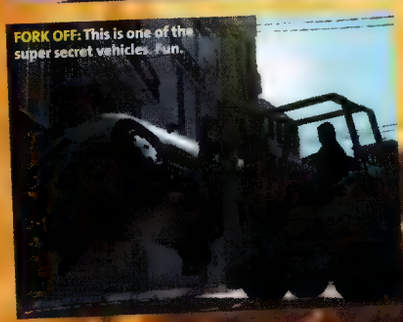
GAMEPIE

30% Screeching tires
30% Rolling hubcaps
20% Blazing rifles
10% Roaring engines
10% Flying shrapnel

GAMEDIGIT

60

The number of vehicles Tanner can commandeer throughout the game. The most fun of these is an articulated truck with a detachable trailer.



FORK OFF: This is one of the super secret vehicles. Fun.

piercing whine of the tires – it's like something straight out of The French Connection. As a driving game, it's instantly appealing and immeasurably satisfying. And then there's the damage that makes for some stunning eye candy. Headlights shatter, bumpers come loose and swing around, side panels dent, windscreens burst – your wheels can even fall off. A frantic car chase quickly becomes an unflinching cacophony of twisted metal and shattered glass. The explosions are also a sight to behold. Roll a grenade under a vehicle and watch it soar into the air and plummet back to earth, piece by chargrilled piece.

Now the tricky bit. If *Driv3r* was ever going to *seriously* compete with the current kingpin, *Vice City*, it was going to have to implement some on-foot stuff, and Reflections have done just that – Tanner can escape the confines of his clunker and scurry around outside. Unfortunately, this is the weakest aspect of the game, BUT it is completely *competent*. Let's not get carried away. The on-foot bits work. They're all there. It feels like it should

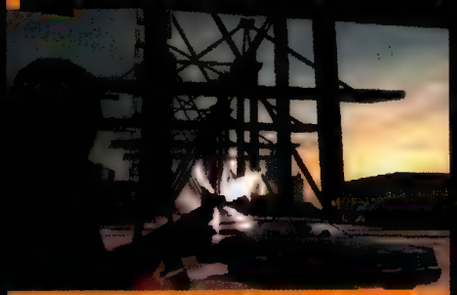
SCRATCH AND SNIFF: Watch crashes from every angle.

WATERLOO SUNSET: The lighting effects are impressive.

SWEARING LIKE A DOCKER: Battle foes at the docks.

WEAPON OF CHOICE

Tanner's arsenal includes an assault rifle, a silenced pistol, a grenade launcher, a 12 gauge shotgun and a silenced MP machine gun. The silenced weapons come into play when Tanner has to be stealthy in one of the game's sneaking missions. It's not *Metal Gear*, but it's a competent attempt at sneaky shootery.



GUNNED DOWN:

FIRE WARRIOR:

HOUSE GUEST:

EXTRAS! EXTRAS! EXTRAS!

Fast blokes and in-jokes

- Initially, Istanbul is unlocked in Free Ride mode, but once you start the missions in Undercover, you can play it any time.
- In Free Ride mode, there are 'Tommies' - men with Hawaiian shirts and – ho ho! – water wings that you have to kill. *GTA3*'s pisstake of *Driver* was funnier, though.

GRAND THEFT: The 'Tommy's' will try to mow you down.

SKID MARKS: Don't lose control of your wheels.

WAGON WHEELS: Chase a train in this frantic mission.

"A FRANTIC CAR CHASE QUICKLY BECOMES AN UNFLINCHING CACOPHONY OF TWISTED METAL"

► and you can do what you want to do but somehow he doesn't have the athletic grace of *True Crime*'s Nick Kang, nor does he make use of cover like *The Getaway*'s Mark Hammond. In fact the movement and feel is very much like an FPS game; he strafes, he shoots, he leaps, he *swims*. It's glaringly simple, it's not particularly clever, but at least it's all *there*. Hell, you can even flip the game into full FPS mode and barrel around like *Doom* – thereby negating the issues of character animation and object interaction entirely.

If you really want to see what *Driv3r* has to offer then indulge yourself in the film director mode. The incessantly militant police, malleable physics and photorealistic environments make for some cracking footage. Camera angles, motion blur and the speed of the action are the base options, but you'll have the most fun with the tripod camera. With this, you can hover around the city and place a camera pretty much anywhere you want; you can view the action from a rooftop, or zoom directly into a shattering crash, in slow motion, with bits of car flying *everywhere*. With patience, you can eventually piece together something truly spectacular and save it to your memory card for posterity.

WATCH ME EXPLODE: Cause chaos in tiny alleyways.

Its myriad features and ingenuities build towards an incredible package. *Driv3r* really pushes the PS2 hardware to it's absolute *limit*. You can almost hear the poor little feller gasping for breath after a mammoth car chase. Hands down, the most visually pleasant city has to be Nice. From atop a cliff, you can look across a stunning seaside vista, picking out streets and buildings as the sun glints across the bonnet of your roadster. And let's not forget the day/dusk/night feature, instantly recognizable city landmarks and weather effects. Whether you're slewing the wrong way up a freeway or scattering pedestrians to cut across a

THUNDER AND LIGHTING

The weather and time change the face of each city dramatically. As night falls on Miami the neon glows and a sunset makes Nice look even more picturesque. You can select the time and weather when you play Free Ride mode, so if you're looking to direct a movie steeped in atmosphere, flick on the rain.

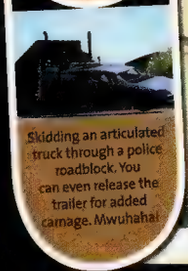
DAYTIME: The sun glints across cars and

EVENING:

NIGHT:

SMOKE AND MIRRORS: Mess with this in director mode

THE MONEY SHOT



Skidding an articulated truck through a police roadblock. You can even release the trailer for added carnage. Mwuhahaha!

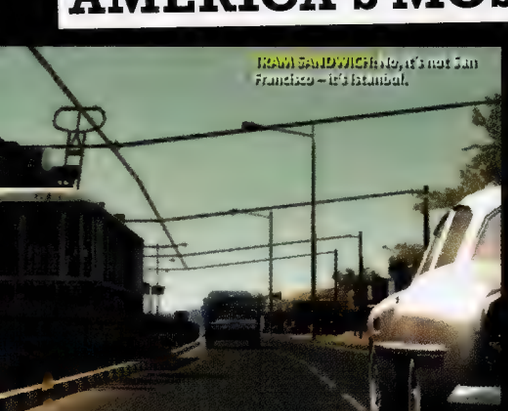
VICE SHITTY: Remind you of anything? GTA, perhaps?

marketplace, *Driv3r* looks the absolute berries at all times. The cutscenes are impressive, but that's inevitable given the ten bazillion dollar budget.

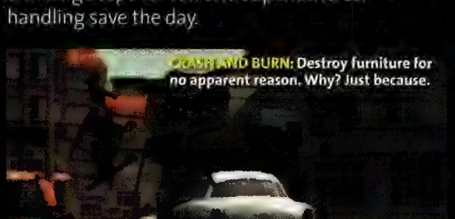
For an explanation of mission structure flip a few pages on – but as well as the main Undercover mode, there's a selection of single-player variations (or 'Driving Games') to indulge in. Survival simply involves *surviving* a never-ending onslaught of cops, Quick Chase pits you against a fleeing foe and there are several other modes to play around with that are ideal for staging moments to twiddle with in Director mode. There's also the obligatory Free Ride mode, that unwittingly has become one of the best things about the game. You're simply unleashed onto the city of your choice in the vehicle of your choice, at the time of your choice with the weather of your choice. Without the restrictions of a mission timer, you can bomb around, abusing the physics to your heart's content and performing awesome stunts to replay and direct later on.

So, *Vice City* fans, will you want to buy this? Well, *Driv3r* gets one up on Rockstar's classic in many respects; the damage is a million times more complex, the game looks a whole lot nicer and Tanner can *swim*. And if you thought pulling off ridiculous stunts was fun in *GTA:VC*, prepare to be dazzled by the possibilities presented by the complex physics in *Driv3r* – and you can direct the chaos from any angle, at any speed. It makes *Vice City* look like a videogame – a multi-award-winning classic videogame, but a mere approximation of a living breathing city rather than the 'real thing'. *Driv3r* is a very different beast. In comparison, *Driv3r*'s po-faced plot fades into the background, the characters and missions blur as you sit through cutscenes not quite understanding who's doing what and why but the stunning cities, amazing scope for fun and superlative car handling save the day.

"NUDGE PAST A SQUAD CAR AND YOU'RE SUDDENLY AMERICA'S MOST WANTED"



RAM SANDWICH: No, it's not San Francisco – it's Istanbul.



CRASH AND BURN: Destroy furniture for no apparent reason. Why? Just because.

OPTIONAL WARFARE

Some of the missions present two or three possible methods of execution. For example, you can hijack a truck and pose as the driver in one mission, which saves you a gunfight later on. In another, you have to find a way to enter an enemy compound, and one of the options is to swim in via a hidden underwater tunnel.

CRASHED OUT:

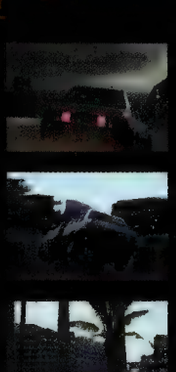
BAY OF PIGS:

MOTHER TRUCKER:

SHOT TO PIECES:

The result is that when you start Undercover mode (the main story game) there comes an initial period of disappointment. It just doesn't grip and entertain as immediately as *Vice City*, but keep playing, keep experimenting and go hunting for fun and you'll discover a different and immeasurably more complex game. It's easy to berate *Driv3r* as there are many small flaws – minor pop up, robotic pedestrians, the odd clipped animation frame – but that's the price of ambition. There's so much greatness and potential for entertainment awaiting you around every corner and within every smashable bit of set-piece scenery that it's the longer lasting, more impressive game. Once you've tasted *Driv3r* it's hard to go back... **Andrew Kelly**

■ Tanner and his menagerie of impressive vehicles are on sale for your enjoyment from July 2.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The driving sections are absolutely brilliant. – On-foot sections need refinement.	+ Stunning views and convincing damage. – Looks a little washed out and pale at times.	+ Excellent voice acting and music. – Lack of city ambience makes it hollow.

LIFESPAN

Director and Free Ride modes will keep you plugging away when the missions are done. Undercover mode takes seven hours.

MINUTES — YEARS

IT'S BETTER THAN...

THE GETAWAY

IT'S WORSE THAN...

GTA: VICE CITY

A technical marvel that sets a new benchmark. The plot may twist until you lose grip of it altogether, but the balls-out street-driving action saves the day.

90

DRIV3R EXTRA!

You've read the verdict – now let's get stuck in. The missions, the vehicles, the secrets – all exposed.

If it weren't for the gritty cover imagery, the name 'Driver' could mislead the uninformed buyer. They might think it involves slipping on a pair of golf gloves, flipping your knitted woollen scarf behind your neck and heading out into the treacherous sphere of weekend travel. Come to think of it; caravan owners, horse 'people' and coaches bursting with jam-smeared toddlers sounds a thousand times more unpleasant than any no-neck, platinum-wearing 'gaaang-starrr'.

But we digress – this is not a station wagon simulator, it's a badass crime-'em-up. You already knew that from looking at the title – it's *Driver* (sorry, *Driv3r*) for frigg's sake, the most eagerly awaited sequel since *Vice City*. And the good news? We've ripped it's ass clean off for your clammy-palmed enjoyment. So if you don't give a hee-haw about spoilers, read on with aplomb. We're sticking it to the boys in blue just for you (metaphorically, of course) and we ain't goin' out without a fight. Or maybe they'll tease us out with cups of green tea and crustless sandwiches – we're total suckers for that kind of thing. Word to the mother.

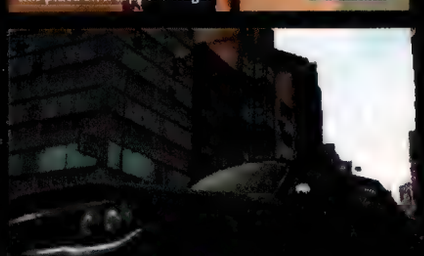
BLOWIN' UP: [illegible]

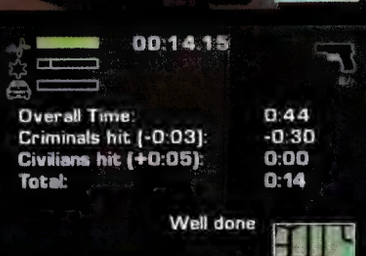
WARNING! SPOILERS!

THE MISSIONS

The mission structure in *Driv3r* is similar to *The Getaway* in that it's broken up into 'levels' rather than a continuous chain of gameplay. Objectives are largely based around driving, but there's the odd dose of on-foot stuff. There's also a certain freedom involved thanks to the malleable physics, and missions can differ with each play through. It's not *majorly* freeform, but it's a pleasant nuance nonetheless. Here's a mission-by-mission rundown of the most exciting sequences.

MIAMI NICE: How can Tanner afford this place on a copper's wage?





THREE SCORE YEAR AND TEN: After the shooting range, your score is calculated.

MIAMI
MISSION 1: POLICE HQ

Tanner leaves his swanky seafront pad and heads to police HQ for a spot of target practice. This is your basic tutorial mission and it gives you a chance to try out the vehicles, run Tanner around a bit and let rip with the pistol. Easy.

MISSION 2: LEAD ON BACCUS
MIAMI

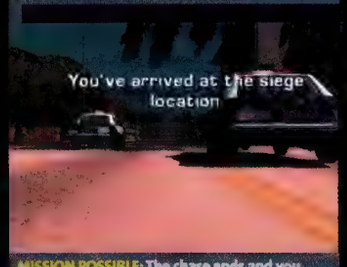
Nasty perp Baccus is holed up in a squalid bed-sit somewhere in the city. Luckily, the fuzz have been tipped off and they're on their way to bust his ass. You have to follow a cop car to the siege, which is harder than it sounds in the thick Miami traffic. Drive carefully.

GET YOUR MOTOR RUNNING: Tanner hears the wail of sirens and makes his way to the siege.

HEAD OUT ON THE HIGHWAY: Part of the chase takes place on this busy freeway section.

SKID MARKS: You have to stay sharp on this type of mission. Mistakes cost lives.

ZOP LAND: During the chase, a cop car smashes into a civilian, which really shreds your nerves.

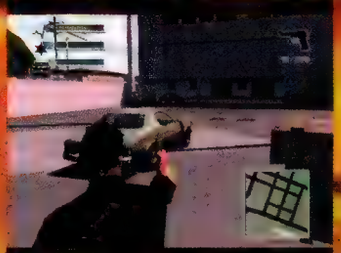


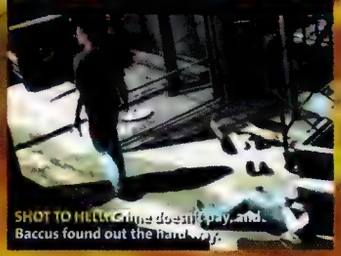
MISSION POSSIBLE: The chase ends and you arrive at Baccus' slinky downtown hovel.

ASSFACE AND DONUTS: A group of armed cops are already at the scene to give Tanner backup.

MIAMI
MISSION 3: THE SIEGE

Baccus' apartment block is surrounded by armed fellers, but Tanner decides to take matters into his own hands anyway. He enters the compound and wastes a few of the crim's goons, but Baccus buggers off in a nippy motor. A frantic chase ensues.





SHOT TO HELL: Crime doesn't pay, and Baccus found out the hard way.

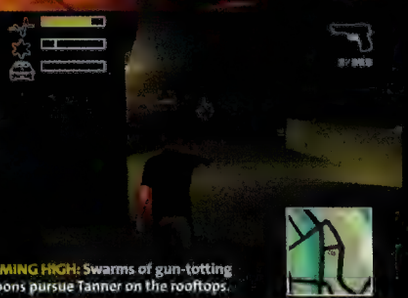
SECRET VEHICLES-REVEALED!

DRIVE A FORKLIFT!

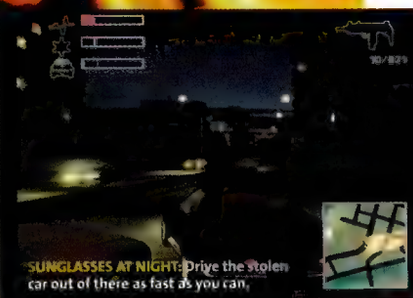
A free-roaming crime-'em-up isn't complete without a squad of ridiculous secret cars, and *Driv3r* is no different. There are tiny go-karts and vintage sports cars galore, but our favourite has to be the forklift truck – it actually *works*, y'see. The mystifying beauty of tiny trucks flipping things over had us beaming.

MIAMI
MISSION 4: ROOFTOPS

Tanner needs to collect a car, but the place is swarming with heavies. He goes through the hotel, makes his way up to the roof and takes a service elevator down to the garage. The car's there, but so are the goons. After a gunfight, Tanner nicks the car and speeds off into the sunset. Mission complete.



AIMING HIGH: Swarms of gun-totting goons pursue Tanner on the rooftops.



SUNGLASSES AT NIGHT: Drive the stolen car out of there as fast as you can.

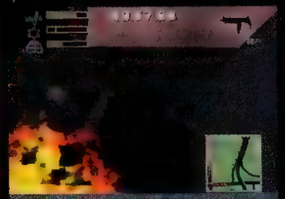
MIAMI

MISSION 5: IMPRESS LOMAZ

Using Tanner's speedboat, you race across the harbour and meet Lomaz. He wants to test your driving skills, so a rampage through a fellow gangster's lot is in order. Just tear around and smash *everything* you see. Serious fun.

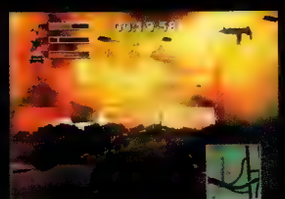
SUNSET RIDERS: Cruise over to the meeting in Tanner's slick speedie.

FLIP AND FILL: Run over Tico's suicidal goons and smash up his lot.



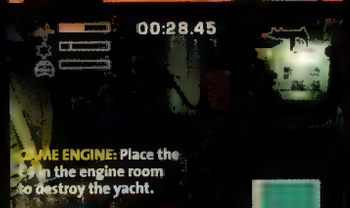
MUSHBOOM: Tear into explosive drums and cause total mayhem.

BEHIND THE SCENES: Knock over everything before the time runs out.



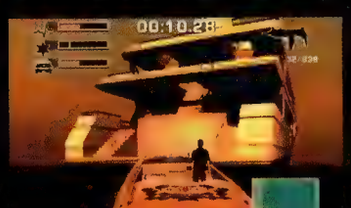
JUMPED UP: The final section involves a cinematic leap over a flaming ramp.

TOWERING INFERNO: Tico's place is reduced to rubble when the time's up.



GOING UNDERGROUND: Once the deck has been cleared, head downstairs.

ENGINE: Place the ... in the engine room to destroy the yacht.



MIAMI

MISSION 6: GATOR'S YACHT

Tanner heads to Stiltsville in the middle of the harbour, pops some caps and steals three blobs of C4. He then cruises out to bad man Gator's yacht, fends off more grunts and plants the bombs. He sets the detonator, leaps into his speeder and tears off as the yacht explodes.

DRIVING US CRAZY

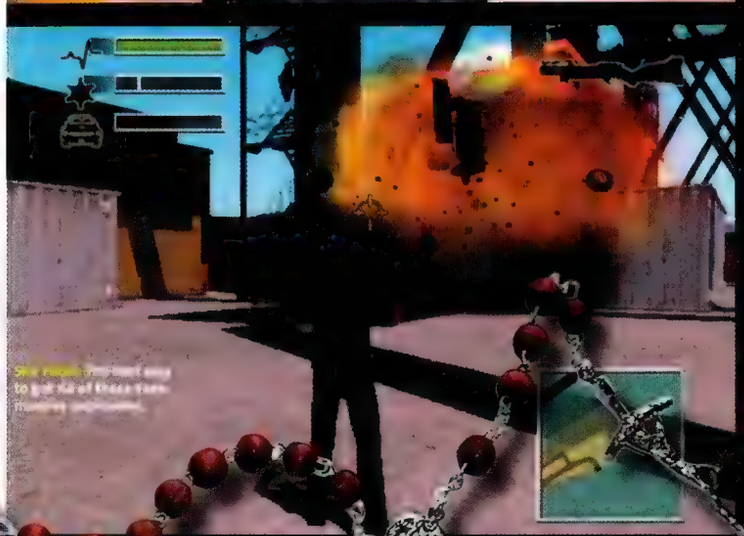
In a game about driving, the car's definitely the star, so Reflections have filled their baby with a diverse range of wheelery. There are motorbikes, trucks, buses, speedboats, yachts. Okay, so *Vice City* got there first, but did they have articulated lorries? No sir, they did not. Tanner can't fly a chopper, though...

MIAMI

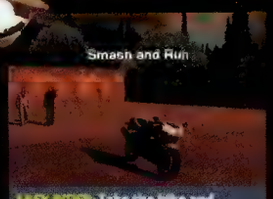
MISSION 7: DODGE ISLAND

The simple task of meeting Gator at his warehouse on Dodge Island to fetch some money turns into a nightmare as goons pour out of the woodwork and Tanner must escape with his ass intact. Make your way across the docks dodging gunfire and explosions until you reach safety.

GUARD CHEESE: Alternatively, you could blow these gates up. Probably.



SKY HIGH: You must jump to get to the [illegible]



EASY RIDER: Take the bike and follow the articulated truck.

MOTHER TRUCKER: Keep ahead of the truck and nick some motors.

SUMMER RAMP: Drive the expensive cars into the back of the truck.

FOLLOW THE LEADER: Lose the truck and the mission's over. It's pretty slow, though.

TRUCK TURNER: You can drive one of these bad boys in free ride mode.

RUNNING THE GAUNTLET: Slowly approach the truck to avoid damage.

GRAND THEFT AUTO: Thieve the motors from these garages.

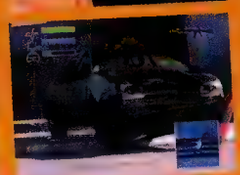
NICE

MISSION 1: SMASH AND RUN

This *Grand Theft Auto*-style mission sees Tanner nick three high-performance sports cars. Problem is, you've got to drive the suckers, damage-free, into the back of a moving articulated truck that's roaming the city.

CRASH AND GRAB

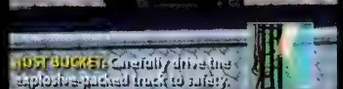
Reflections have been harping on about *Driv3r*'s complex damage system, and rightly so – every vehicle can be smashed into hundreds of pieces. Glass shatters, metal bends and tyres roll around after explosions. Ah yes, the explosions – they make *The Getaway*'s burning bangers look frankly *ridiculous*.



NICE

MISSION 2: ARMS DEAL

An arms deal is going down in Nice and Tanner's there to collect. Turns out, it's a trap and he has to make off with an explosives-packed truck. The rest of the mission is a hectic delivery operation with goons hot on your trail. Too much shunting and the package will explode.



WHO'S THE DADDY?

GO

TANNER VS. VERCETTI VS. HAMMOND VS. KANG

In the world of free-roaming criminality, you've got to have the *right stuff* – a certain something that makes you the baddest muddyfunkster on the block. So how does Tanner match up to his three closest rivals; *Vice City*'s Tommy Vercetti, *The Getaway*'s Mark Hammond and *True Crime*'s Nick Kang?

MOVEMENT

TANNER – Bounces along like a huge, bumbling baby.
VERCETTI – Gets knackered after a few minutes of sprinting around.
HAMMOND – Drags his feet and hobbles like an old feller.
KANG – Leaps about, guns blazing in reckless slow-mo dives.

STYLE

TANNER – Black shirt and jeans. A minimalist if ever there was one.
VERCETTI – A suave pastel-blue linen suit displays his unbeatable 80s style.
HAMMOND – Impeccably cut, stylish wideboy suit.
KANG – A heavy leather jacket – never the ideal garb for sweaty ass-kicking adventures.

JACKING

TANNER – Chucks motorists out and silently drives off.
VERCETTI – Makes pithy quips as he tosses folk onto the sidewalk.
HAMMOND – Points his gun and threatens to cap people in the face.
KANG – Waves his gun around like a freakin' mentalist.

ARSENAL

TANNER – Every type of machine gun known to man and some grenades.
VERCETTI – Chainsaws, rocket launchers, hammers, screwdrivers...
HAMMOND – Some pistols, a shotgun and an AK. Unimpressive.
KANG – All this lad needs to do the job are his trusty meat hooks.

DOOM WITH A VIEW: Nice looks pretty stunning.

WINDING ROAD: Traffic gets thicker as you head into town.

THE JUMP OFF: Help your buddy get clear of the bomb.

CRUISE CONTROL: Keep your speed up all the way, lest you become a victim of Fabienne's bomb.

NICE

MISSION 3: BOOBY TRAP

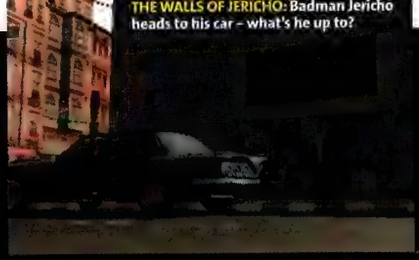
Femme fatale Fabienne fixes a booby trap to Lomaz and Tanner's convertible. If they drop below 40mph, the damn thing'll explode (Speed, anyone?). The chase ends with Lomaz leaping into his mate's truck and you driving to Fabienne's place for a 'special' delivery.

Tanner gets in the back of the truck and readies his shooter.

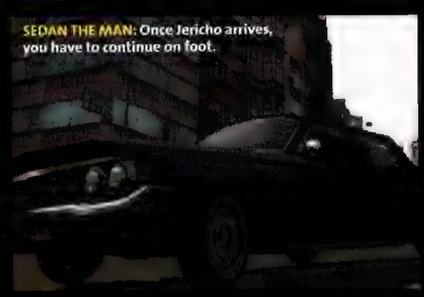
ISTANBUL

MISSION 2: TANNER ESCAPES

Jones and Tanner need to escape from Istanbul, but the catch is the police are there and they ain't letting you get away easily. This mission is entirely first-person and you simply lob grenades at the approaching rozzers until they give up.



THE WALLS OF JERICHO: Badman Jericho heads to his car – what's he up to?



SEDAN THE MAN: Once Jericho arrives, you have to continue on foot.

ISTANBUL

MISSION 1: SURVEILLANCE

This type of mission was thieved by *GTA* from the *Driver* series, so Reflections have retaliated by sticking one in *Driv3r*. Basically you tail Jericho, not getting to close or falling too far behind, before entering a stealthy on-foot scenario.

TRUCK AND ROLL: You have to infiltrate the building via the side entr...

MINI-GAME MADNESS

Can't be arsed with the non-stop gangsterism of single player? Fear not you do mission-type-stuff without having to worry about plot, cutscenes and so on. These include Quick Chase, Quick Getaway, Trailblazer, Survival and Gate Race. You can choose any city, too.

ISTANBUL

MISSION 3: THE CHASE

Calita is in Istanbul and Tanner has to chase her through the city's narrow back alleys and traffic-packed streets. The chase ends for a spell when Calita escapes over a rising bridge, but Tanner nabs a bike and performs a cinematic, death-defying leap over the gap to finish the job in style.

POLICE, CAMERA, ACTION: Luckily, you begin the chase in this nippy roadster.

DUCK AND WEAVE: Carefully weave through these twisting backstreets.

GO FASTER STRIPES: This car's fast, but Calita's is faster. Much faster.

FEMME FATALE: Calita is voiced by Hollywood's own Michelle Rodriguez.

BOW AND ARROW: The arrow helps locate Calita among the traffic.

RANGERS AND MASH: Get too close and she'll get aggressive. Duck.

DIRECTORIAL DEBUT

It may sound like tacked-on nonsense, but the Director mode is brilliant stuff. The sheer amount of fiddling that can be done is impressive. You can fly around with the tripod and place a camera anywhere you like – on top of buildings, on someone's head, under the car, in the middle of an explosion.

ISTANBUL

MISSION 4: BOMB TRUCK

A truck full of explosives is leaving a yard in Istanbul. The cops get a whiff of it, but the local heavies block their path – it's up to Tanner and Jones to stop the TNT-totting monster. You chase and fire at the same time with Jones' assault rifle. Thrilling stuff.

BOOM TOWN: The truck leaves a trail of explosives behind it.

FIVE THINGS YOU MUST DO IN DRIV3R

1 Go for a swim and marvel as an Olympian Tanner freestyles his way across forty square miles of freezing sea water in a designer shirt and a pair of ill-fitting jeans. What a guy.

2 Manufacture a cack-handed feature movie with jump-cuts every four seconds in a misguided attempt to be *avant garde*. Convince yourself that you're the next Luc Besson.

3 Completely ignore the painstakingly pieced together demolitions mission engineered by your superiors and piss around in the pool like an idiotic child. "Weeee! Look at me!" yelps Tanner.

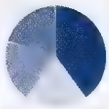
4 Visit a sleepy seaside vista in Nice and cap people in the head with a silenced pistol as they mind their own business and admire the scenery. Possibly the cruelest, most depraved thing ever.

5 Pop a grenade under an articulated truck, wait for the trailer to fly skyward and then position yourself so it lands squarely on your spud-shaped bonce. Tanner's head can take the strain.

INFOSTRIP

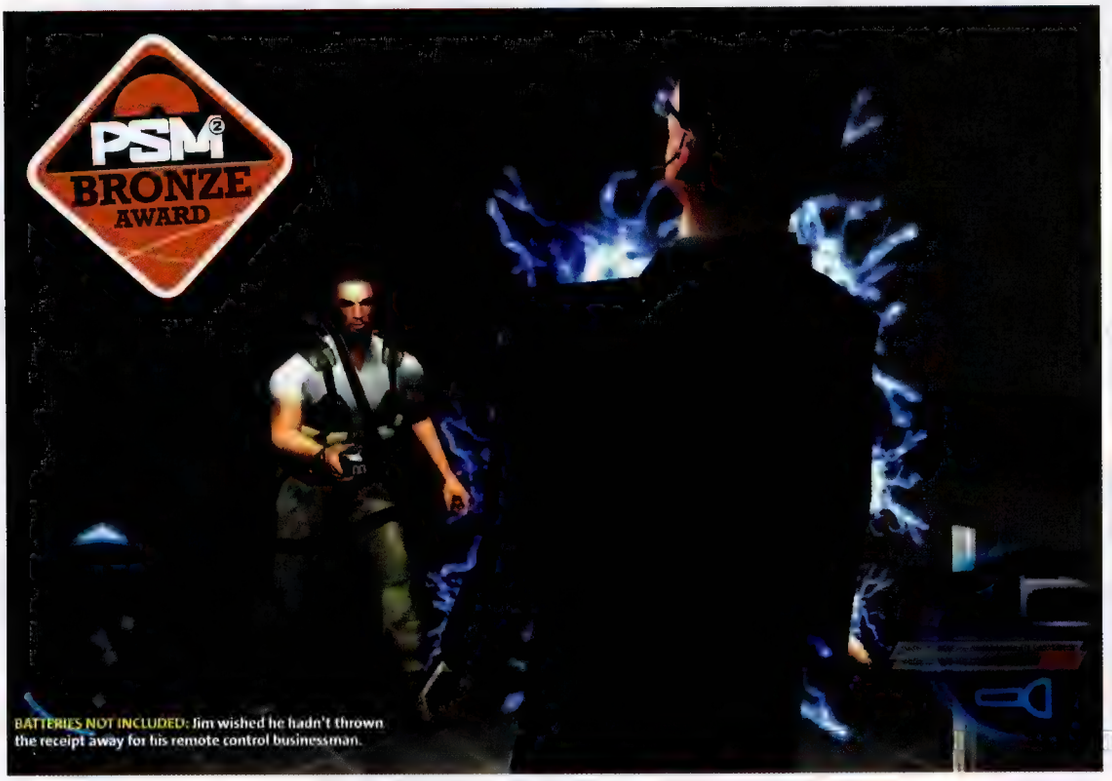
DETAILS
Developer: SCEE
Publisher: SCEA
Players: 1
Memory Save: 63Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Of course it's a good game, but did you know they're planning a movie version?"

GAMEPIE

40% Unloading ammo.
20% Losing patience with the auto-lock.
20% Swearing at the sheer difficulty.
20% Wondering when you'll get the tazer.

GAMEFAX

TRIVBURST
- 17 tough missions to struggle through.
- Create a character mode to encourage individualism.
- Tons of different weapons to play with.



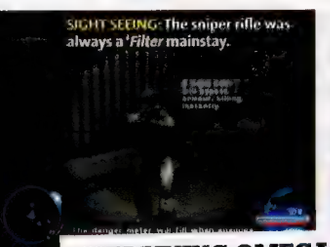
BATTERIES NOT INCLUDED: Jim wished he hadn't thrown the receipt away for his remote control businessman.

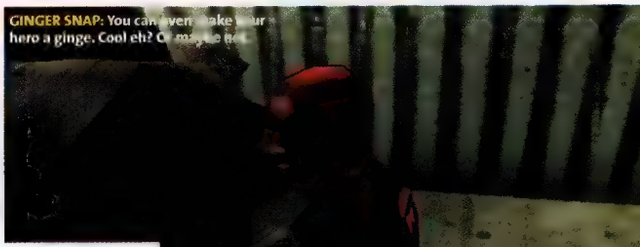
YOU AND WHO'S ARMY?

Encounter a barrage of enemies and they'll sometimes work together to pin you down. If you concentrate your sights onto one of the terrorists he'll run and call for backup. So, be careful not to chase down that renegade agent or you could be heading straight into an ambush.

EVIL DEAD: Take out this goon and the rest of his mates will run like the wind. Obviously they're poorly trained with low morale.

BUSH-TED: Enemies ambush from all sides, but pick off the leader and it all goes 'Pete Tong' for the bad guys.


SIGHT SEEING: The sniper rifle was always a *'Filter* mainstay.


GINGER SNAP: You can even make your hero a ginge. Cool eh? Or maybe not.

"STRAINING OMEGAS HAS NEVER BEEN SO MUCH FUN"

SYPHON FILTER THE OMEGA STRAIN

What does the title mean? Who cares? Now where's my AK-47?

After getting a generous promotion, including a cushy office with a window and an en-suite washroom, Gabe Logan was living the high-life. In fact as he lay back, staring out his window at the world below, he wondered aloud "What could possibly spoil this?" Doh. Jinxing words, Mr Logan. *Syphon Filter: Omega Strain*, sees Gabe Logan and his PSone buddies, return for a 2004 update on PS2. As before, the Agency is in hot pursuit of the evil Mara Armarov who's escaped from jail and is now threatening mankind with the Syphon Filter virus.

Unlike previous outings, Gabe has a higher role within the Agency and thus decides to take a back-seat for this one, which means that before you can be dropped into the fray you'll have to create an agent. By our reckoning there aren't enough action games that allow you to create your own ass-kicking, head-splattering heroes so we welcomed the novelty of being able to create ourselves in a spy game. Sure, there are alimited number of attire options but as the game progresses you're rewarded with more face paints to try, different boots, and even a PVC mini skirt. OK not a PVC mini skirt, but there *are* more clothing options to acquire.

THE MONEY SHOT
Standing on the platform of a subway station, wondering how to cross. Then watching a train suddenly smash into an explosion of sparks and flames

Once your agent 's been kitted out, it's time to drop into the training zone to build some basic 'Filter skills – or sharpen the old ones from your previous PSone play. In the tutorial area you can access plaques to find out which controls perform which actions. There's even an annoying voice narrative from the agency chief instructing you on what objectives need to be completed. Training levels can normally be skipped but this one is essential given the complexity ahead.

You trek to numerous locations – from the war-torn wastelands of Uganda,

QUESTION...

Can you name three characters from the first *Syphon Filter* game on PSone, apart from Gabe, Lian and Mara Armarov?

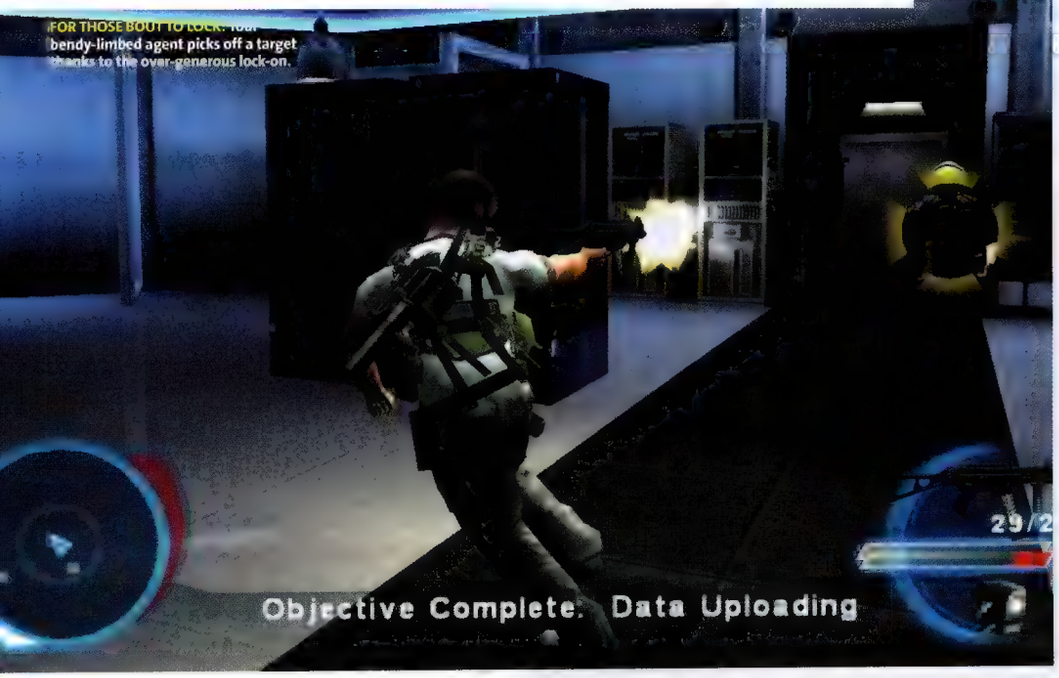
DOT.COM

www.agencyhq.com/mainframe.asp

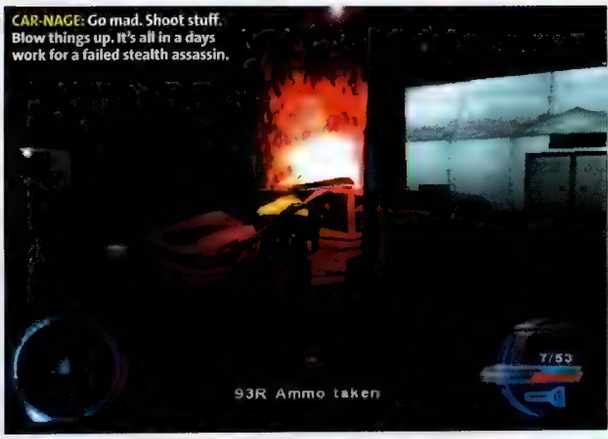
Become part of the Zeus Corporation. Enter your name and details and you'll receive e-mails from Gabe, or video messages from Lian.

ANSWER

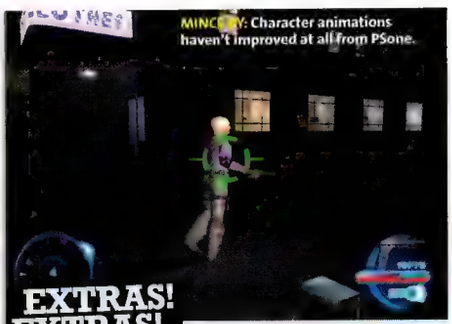
Well, you could have had: Thomas Markinson (agency chief), Erich Rhoemer (International terrorist) or Anton Girdeux (weapons expert).



FOR THOSE BOUT TO LOCK: Your bendy-limbed agent picks off a target thanks to the over-generous lock-on.



CAR-NAGE: Go mad. Shoot stuff. Blow things up. It's all in a days work for a failed stealth assassin.



MINCEY: Character animations haven't improved at all from PSone.

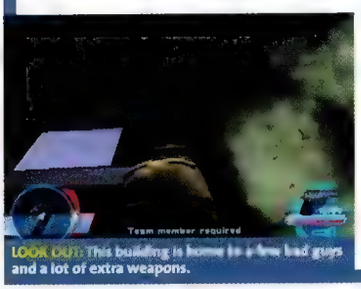
EXTRAS! EXTRAS! EXTRAS!

Meet me in Cyberworld

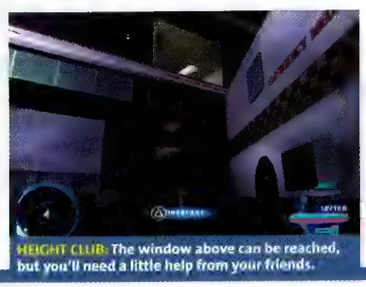
- The online play promises to encourage team work elements rather than mindless shooting. Thus creating a more friendly online community.

FOURS COMPANY

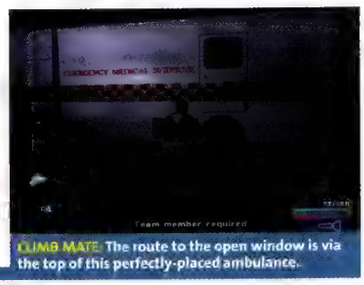
In a bold new move (one of the games few bold new bits) *Syphon Filter: The Omega Strain* is playable online. But a twist on the usual deathmatch format is that you're required to work as a team. You can play through all 17 levels as usual, but there are also a few levels that have been designed specifically for the online play. Also there's the added bonus of being able to access unreachable areas with a little leg up from your teammates.



LOOK OUT: This building is home to a few bad guys and a lot of extra weapons.



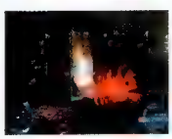
HEIGHT CLUB: The window above can be reached, but you'll need a little help from your friends.



CLIMB MATE: The route to the open window is via the top of this perfectly-placed ambulance.

to the Moose-humping shores of Toronto – in the quest to eradicate wicked terrorist types. Once you're deployed into the danger zones, the first thing you'll notice is how murky the surroundings are. Don't get us wrong, the graphics are as solid as a 9mm bullet casing, but the whole damn game is set in darkness. Comically, the motions of the characters are as slanted as ever. During some side-splitting moments, we saw our lead guy running like a greased elephant on ice. It feels odd and looks stupid, but at least it'll make you laugh out loud. But fundamentally, the graphics aren't breaking any visual barriers – it looks just like the old 'Filters with a bit of extra spit and gun polish. All in all a bit of a missed opportunity then. Only when side by side with the old games does the upgrade become obvious.

The action is unquestionably fast and unforgiving. You'll be guiding your character down a road with buildings either side of them and with no one in sight. Then, all of a sudden, enemy soldiers will flow, wave after wave, onto the balconies (or any other vantage point) so they can get at you. If this happens and you're not wearing a flak jacket, then you'll shortly be picking up your entrails through a straw. The auto-lock system – accessed with a press of L1 – does help to a certain extent, but more often than not the pure randomness of which enemy it'll target next, leaves you with a lead-filled bumcushion. We were hoping this would have been corrected from the preview version, but it's still hanging around like a fart in a spacesuit. That said, it's a joyous occasion when you lock and load your first shotgun, and then decimate a terrorist from close range. Even using stealth (yes, they've been sure not to try anything original here) to slice an opponent's jugular from their body feels bizarrely alluring.



Syphon Filter: The Omega Strain is a sturdy game with a twisting and immersive plot, but it just lacks the wow-factor to really make it appeal to anyone other than fans of the series. The online team play is a good addition, but it's useless to the mostly unconnected gaming masses. We're left with a game that doesn't do anything particularly wrong, but it could have thrown something new into the mix, rather than just being a cleaned up version of a PSone title. **Nathan Irvine**

■ Syphon Filter: The Omega Strain *will be spreading virally through stores from June 25th.*

"WEAR NO FLAK JACKET AND YOU'LL BE PICKING UP YOUR ENTRAILS THROUGH A STRAW"

FULL FACIAL: It was an unorthodox technique, but removing the black head with a bullet was effective.

TIME OUT: Now that's hi-tech – a watch with a light in it.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A whaleload of weapons and cool gadgets. – Tough like leather and as predictable as hell.	+ Smooth graphics, and sparse environments. – Characters run at a gravity-defying slant.	+ Hear my shotgun blast, mother truckers! – The dull orchestral score is Gran-centric.

LIFESPAN

Single player mode is extremely vast, but not truly worth coming back to. Try the online mode for extra hours of co-operative play.

MINUTES — YEARS

IT'S BETTER THAN...
ROGUE-OPS

IT'S WORSE THAN...
METAL GEAR SOLID 2

From the opening sequences you'll be mildly impressed, but as the gameplay drags on you'll begin to feel a growing sense of déjà vu. We've seen it all before.

75

INFOSTRIP

DETAILS
Developer: Polyphony Digital
Publisher: Sony
Players: 1-2
Memory Save: 528k
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"It remains the ultimate driving sim, but for racing, crashing and visceral thrills it's being overtaken..."

GAMEPIE
33% Weepingly dull cars.
25% Loving Vicki Butler Henderson's instructo-voice.
15% Failing in love with the McLaren F1.
27% Suffering dejavu.

GAMEFAX
Sequel
Driving
PS2 Exclusive
Steering Wheel

TRIVBURST
- Five all new tracks from America to Japan.
- Voice over instruction from Top Gear sexbomb Vicki Butler Henderson.
- Drive the new 350Z Nismo and the classic 240Z.

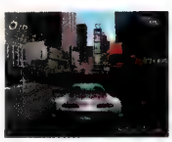
SENSIBLY PRICED CARS: Fills you with a lust for speed, doesn't it? Hello? Hellllooooo?
BRIDGESTONE BRIDGESTONE BRIDGESTONE
DUNLOP DUNLOP

"A CHEAP AND TASTY APPETISER BEFORE THE MAIN COURSE"

GRAN TURISMO 4 PROLOGUE

It might not quite be GT4, but it's a taster. Hmm... it's sort of like... chicken.

PSM2 BRONZE AWARD



Gran Turismo 4: Prologue Signature Edition – 46 tests, 64 cars and no surprises. That's not to say it's not worthwhile or entertaining, but if you were hoping for revolution you'll be disappointed. Polyphony Digital seems determined to stick with its original structure, taking us right from learner-friendly boxes to some of the most powerful and exotic vehicles on earth. The powerless, gripless and catastrophically ugly vehicles will make you wonder if *Gran Turismo* translates, literally, as 'your granny's car'. A Nissan Micra is only fun if it's on fire and arcing over a cliff towards a pit of metal spikes smeared with napalm jelly.

At the other extreme, driving a fast car with good tyres in *Gran Turismo* is a sublime experience. That hasn't changed either: there's still nothing to touch *GT* when it comes to feedback and realism, and *GT4* – for which this is really just a teaser – will clearly be no different. Three corners in the race-prepared McLaren F1 are enough to remind you you're in the presence of greatness, especially if those corners are on the superb Citta di Aria track, a narrow, twisting course through an ancient fortress town.

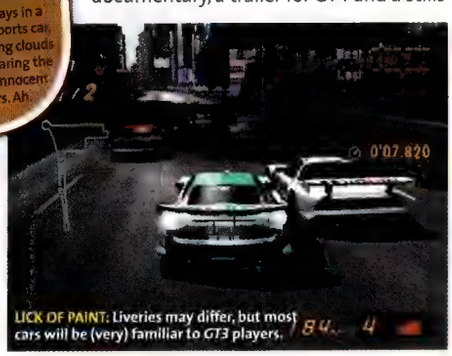
Of the four other tracks, the Grand Canyon-based rally stage is the other stand-out, simply because it's such a vast improvement over *GT3*'s off-roading. It's narrow, littered with deceptive bends and a challenge all of its own, instead of looking and feeling like a road that happens to be brown. This is greatly helped by vastly improved performance from the WRC cars, which now feel suitably powerful and loose. It bodes well for the undoubtedly substantial off-road section of *GT4*. The opportunity to get something as unlikely as a Dodge Viper all dirty is welcome too.

Naturally, *Prologue* bodes a lot of things for *GT4* – that's why it exists. And the extras disc is boding like mad, including as it does a hefty Making Of A Driver documentary, a trailer for *GT4* and a stills gallery. It's interesting stuff, but perhaps not reason alone to buy. What is? Aside from such teasing, *worthwhile* new content is limited to the new-look rallying, Citta di Aria track and a handful of new race cars. It's enough to keep the zealous happy, but more casual (or action-hungry) drivers should save their money for when the real thing is released in November. **Steve Williams**

■ GT4 Prologue *is on the starting grid right now.*

THE MONEY SHOT

Totally sideways in a pointy black sports car, so dirt, dragging clouds of dust and scaring the dung out of innocent bystanders. Ah...



LICK OF PAINT: Liveries may differ, but most cars will be (very) familiar to *GT3* players.

WHAT IS THIS?

***Prologue* is essentially the license test section on its own. That's exactly as much fun as it sounds. However, later tests involve overtaking and even whole races. There's no tuning, so the wildly over-geared shopping cars with their concrete tyres will never be fun, but get a decent racer and you won't care. A finished save from this will also give you a head start in *GT4* proper.**

Contact with other cars, large trees, anything racing-related, and heavy impacts or grasstracking means instant failure.

MUSIC TRACKS: Have been updated at last, but not all are thrilling...

THE LOVELY SCENERY: There's no denying it looks fantastic.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The race cars are sublime to drive. – The road cars are completely dull.	+ Even more detailed, solid and smooth. – Can be lightly sterile-looking at times.	+ Exactly the same as *GT3*'s – extremely good. – Exactly the same as *GT3*'s...

LIFESPAN
The Citta di Aria track is compelling entertainment indeed. But the main game only takes two to three hours to complete.
MINUTES — YEARS

IT'S BETTER THAN...
TOTAL IMMERSION

IT'S WORSE THAN...
GT3

A mini *GT* – complete with dreary introduction cars and astonishingly pretty and dynamic racers later on. It's only £24.99, but £19.99 would be better...

79

You're a Star.
So act like one.
PlayStation 2
singstar
3+
www.singstargame.com
30 original recordings and videos from stars like Pink, George Michael, Dido, The Darkness, Blondie, Blue. And now you. Grab one of the 2 mics supplied and show them what you've got. Solo, duet or full-on battle. You're a Diva, a Rude Boy, a Rock God. Now start acting like one.
fun, anyone?
PlayStation 2

INFOSTRIP

DETAILS
Developer: Cavia Inc.
Publisher: Take 2
Players: 1
Memory Save: 40KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"ALL THE DEPTH OF AN RPG WITH A KICK-ASS, ACTION BASED BATTLE ENGINE"
PSM2#49

GAMEFAX
RPG
Violent
Hard
PS2 Exclusive

TRIVBURST
- 60 weapons to mince-up the hordes of enemies.
- About 100 hours of action to complete the story.
- The chance to fly a prehistoric reptile across the skies of Tokyo.

STATIONARY: The bad guys were cunning. No-one ever expected the huge paperclips to pin a dragon down.

THEN NOW: Compare these slim pickings to the screen-packed Dynasty Warriors...

"A MUTE HERO, A WINGED FORTRESS AND 100 HOURS OF ROLE PLAYING"

DRAKENGARD

Blowing smoke rings makes you look cool. Especially if you're a Dragon. And don't forget the marshmallows...

NO SMOKE WITHOUT DRAGON

The dragon is an integral part of Caim's quest to quench his insatiable blood lust. As she gets older, the dragon upgrades her reptilian napalm and magical abilities. The more decrepit that she becomes, the more devastating her attacks are. All of Caim's personal armoury can also be powered up four levels to become exceptionally lethal. It's especially handy for ridding tougher enemies of their wrong-doing lives. That'll teach the bastards.

After downing gallons of petrol, the giant vulture flame thrower entertained the gathered crowds.

"The award for best scarecrow goes to..."

IKEA provide outdoor lightning.

To go that extra mile for our readers, PSM2 decided to indulge in an (imaginary) dragon-mounted day out with *Drakengard* slash master, Caim.

07:00 – We wake from our surprisingly comfortable bed of hay in Caim's humble abode, to the sound of the dragon dropping her enormous kids off at the pool. We spot Caim, in the courtyard below, sharpening his technique with some of the 65 weapons at his disposal. We shout down to enquire about the continental breakfast we were promised, but he's more interested in bludgeoning his training dummies with huge steel axes and pyrotechnic magical attacks. Typical.

10:00 – Three hours later – and without so much as sniff of croissant – we clamber onto the back of Caim's scaly behemoth in preparation for take off. Caim's been tipped off that his sister Furiae's castle is besieged by thousands of armour-clad demons. And, after being assured of our safety, we reluctantly strap ourselves into our saddles and soar skywards. The view is beautiful, and the landscape mountainous. Although, while flying we notice that objects which weren't visible ten seconds ago, are popping up around us. As if the nausea of flying wasn't bad enough, it seems our vision has become erratic as well...

13:33 – After what seems like a lifetime, Caim (through the vocal abilities of the dragon), screams back

THE MONEY SHOT

Gaining the BBQ master Chaos dragon and using the special attack is like a Chinese firework factory being set ablaze. Scorching.

"THE STORY IS GRIPPING, BUT THE ACTION DOESN'T EXACTLY SET YOUR PULSE RACING"

QUESTION...
Which Bond actor starred as the voice of Draco the dragon in the film Dragonheart?

GAMEPIE
40% Torching bad guys.
40% Cutting up bad guys.
19% Using magic attacks on the bad guys.
1% Feeling slightly sorry for the bad guys.

ANSWER
Yesh, Mish Moneypenny, it was the shilver fox – Sean Connery. We can only presume he was desperate for work at the time...

CURRY ON: The dragon's vindaloo breath is the game's highlight, carving through bad guys like spoons through sorbet.

to us that we should hold on tight and "assume the crash position". Peering over his shoulder, we realise that enemies have deployed soaring warships which are launching enormous cannon balls at us. As we carve up the sky with flawless grace, Caim inserts his copy of 'The Best Orchestral Album In The World... Ever!' into his ODE (on-dragon entertainment system). Through the deafening explosions and the crescendo of violin solos, we weave through waves of floating battleships. We're outnumbered, outgunned and – quite frankly – out of our minds to have agreed to this chaos. But just as it looks like we'll be dismembered in unthinkable ways, the dragon unleashes the fiercest fireworks display we've ever seen. After the smoke clears we're greeted by empty skies. Phew, well done Dragon-san. Now, where can we get some clean trolleys?

18:14 – With ice-white knuckles, we land safely. Caim announces that we'll have to continue the rest of the journey on foot, as he tethers the dragon to an er... lamppost. Following the terrifying flight, we're now trekking the sparse landscape en-route to the Castle of the Goddess, each of us carrying an unexpected 'bag of onions'. We're marching through the scenic surroundings, and things seem to be looking up – gazing into the distance we can spot the picturesque castle, and there isn't a minion in sight. Maybe Caim was misinformed about the siege? But before we can say "What a lovely view", we're suddenly surrounded by demons, which have popped-up. Again. Caim rushes the enemy with lightening speed. He picks one of the eight weapons that he's brought with him and begins to gut everyone in his way. While all this looks impressive (from our behind-a-rock stand point) PSM2 can't help notice that Caim seems to be using the same combo of strikes over and over again. It's extremely monotonous, but seems to be doing the job. After dicing the last enemy into tiny morsels, we arrive at the castle just in time for some evening tea. Furiae must have known we were coming, because she had all her best linen out.

22:34 – The majority of the experience was exciting – from the exquisite scenery, to the all-action displays from our heroes. Unfortunately a lot of the fighting was drab, and we felt like we were stuck in Groundhog Day, such was the tediousness of the events. Slashing through the arteries of the millionth goon began boring us to tears. Caim promised us the best of all worlds – flying and ground action – but we were served a mediocre exhibition of swordplay and samey dragon attacks. Respect to Square Enix for setting up the day's proceedings but there just wasn't enough in the way of diversity to make us want to stick around or try it again. **Nathan Irvine**

■ Drakengard *is flaming the grasslands right now.*

JUICED: "You son of a bitch, I was drinking that Ribena!"

NOT THE MACE!

Drakengard doesn't disappoint when it comes to weaponry. There are 65 blades, each with varying strengths and weaknesses. For example, small swords can be swished and swayed at the enemy with extreme haste, but they don't always inflict a great deal of damage. But should you plump for the ten foot long monster machete, then you'll struggle to hit them quickly. But when it does connect, your adversaries will fall quicker than a lead-winged dragon.

THE LAST LAUGH: Caim was all geared up for a rumble, but just when you need some action everyone buggers off.

DISTRACTION: Just keep staring at the bad guys and don't look at the total absence of scenery. We said stop looking. OK?

SLIPPERY: Caim decided to give the opposition a chance by fighting them on a considerably large oil spillage.

FEEL MY STEEL: Caim practiced his Radio of Death swordplay, but the enemies walked straight past him.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Action-based RPG, with plenty to maim. – All the hacking gets repetitive very quickly.	+ Beautifully illustrated cutscenes are amazing. – There's plenty of pop up, and foggy areas.	+ Big orchestral score, and lots of slashy sounds. – Characters talk in riddles. Hmm, annoying.

LIFESPAN
Over 100 hours of gameplay for all the hermits out there. But with not much in the way of diversity, why would you bother?
MINUTES — YEARS

IT'S BETTER THAN...
DYNASTY WARRIORS 3

IT'S WORSE THAN...
DYNASTY WARRIORS 4

A fun RPG/Action title. The story is gripping, but the action doesn't exactly set your pulse racing. If you're looking for something different, then check it out.

75

INFOSTRIP

DETAILS
Developer: Spike
Publisher: Capcom
Players: 1
Memory Save: 423kb
Widescreen: No
50-60Hz: Yes
Sound: Yes

DOT.COM
http://www.capcom-europe.com/minisites/wots2/
Bursting with useful information about the battle system and weapons. Check the translated Japanese page for a helpful combat tutorial.

GAMEPLAY
30% Upsetting people
30% Honour in battle
20% Taking baths
10% Dying horribly
10% Munching rice

GAMEFAX
RPG
Action
Violent
Sequel

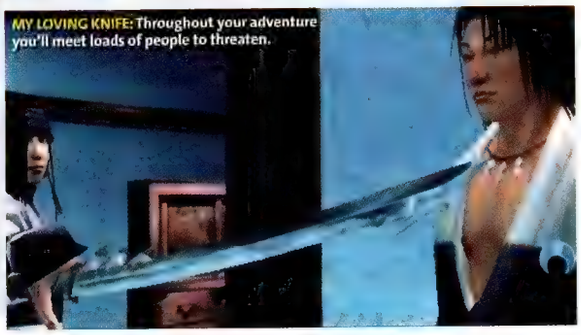
TRIVIBUST
- Over 40 different types of katana and kai to collect.
- Hundreds of different gameplay routes and multiple endings.
- Customize your character with unlockable garb.

TALKING TOUGH: The comic book-style speech bubbles are a stylish touch. We like.

IT'S YOUR CALL

Having the freedom to say and do whatever you please in *Samurai 2* is one of its most appealing gameplay features. But watch your step; stealing from shops, bad-mouthing locals and 'unsheathing' in public will bring you nothing but trouble. People *will* remember if you berate them in public. And always watch your back; especially in the middle of the night...

PUSH COMES TO SHOVE: Time it right and you can knock people over with this lunging push. Then skewer them to death.


MY LOVING KNIFE: Throughout your adventure you'll meet loads of people to threaten.

"HONOUR AND TRADITION ARE THE CODE OF BUSHIDO"

WAY OF THE SAMURAI 2

Impale nasty people, eat rice balls and teach small children how to read. It's all in a day's work.

There's a rule that most games unwittingly adhere to: suffering extended periods of disappointment, humbling failure or painful mediocrity makes the great moments, when they eventually come, seem all the sweeter. And you'd better believe it too if you're going to get into and persevere with *Way Of The Samurai 2*. The game can be hugely entertaining at times, but the problem is, it can also be butt-numbingly dull. One minute you're going toe-to-toe with an entire police force, the next you're pottering around the streets looking for a 'lost package' – hardly a task befitting a proud samurai.

The game opens with a ronin (a wandering samurai without a master, basically) stumbling into the sleepy Japanese township of Amahara. It's your classic 'man with no name' scenario – and from then on ensues ten days of quasi-real-time destiny-shapin' fun.

Successfully pulling off a lethal one-hit-kill. Blood arcs across the screen as you wander off, unphased.

Every choice, even down to your samurai's appearance, is made by you. You can pretty much do whatever you like. But with this freedom comes great responsibility; whipping out your sword in the middle of a suburb patrolled by magistrates will only end in trouble. And then there's Bushido, or the 'way of the warrior', a moral code that all honourable samurai must respect and follow without deviation. You can totally ignore this and be a complete hardvark – working for criminals and suchlike – or you can stay on the path of the righteous and strive to help the needy. It's a question of what you think is more fun, really. Being a tough nut leads to more fights and higher paying jobs, but the 'good' path has its fair share of excitement in the form of liberating the town from nasty folk and being able to sleep better at night.

The combat system is the game's shining achievement. There are so many subtleties and nuances to the swordplay. Different combinations of high attacks, low attacks and parries amount to various moves that your samurai learns gradually over the course of the game. There's also a selection of grizzly 'one-hit-kill' moves that see fountains of merlot spill from your foe's corpse.

This game is incredibly *good*. It's not *brilliant*, nor is it *amazing*, but it *will* entertain most gamers for a substantial period of time. The sheer amount of choices, options and combat moves on offer is nothing short of breathtaking – this is a real labour of love and it *deserves* to be played. RPG fans will go mad for *Way of the Samurai 2*, but it'll appeal equally to action fans thanks to the furious, varied combat. Most honourable. **Andrew Kelly**

■ Way of the Samurai 2 *is available now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The combat mechanics are absolutely spot on. – Some early 'missions' insult your intelligence.	+ Excellent characters and stylish environments. – Some unforgivable fogging at times.	+ Authentic period music and tranquil ambience. – The voice acting is absolute turd.

LIFESPAN
Lasts ten days no matter what you do, but there's strong replay incentive as you can shape the ten days differently every time.
MINUTES — YEARS

IT'S BETTER THAN...
SEVEN SAMURAI 20XX

IT'S WORSE THAN...
ONIMUSHA 3

An innovative combat system and complete freedom of play make for a cracking sword-'em-up, but it periodically slips into mediocrity.

80

PlayStation 2
SOCOM II
16+
PlayStation Net
Prepare to do battle with the rest of Britain in SOCOM II.
Get your team together and join forces online. Work as a unit to
survive. And remember! either we all go home, or no-one goes home.
fun,
anyone?
PlayStation 2

INFOSTRIP

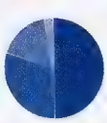
DETAILS

Developer: Mixmax
Publisher: Codemasters
Players: 1
Memory Save: 432Kb-8Mb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK

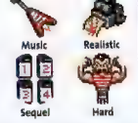
The smart arse thing to say down the boozer.
"The phenomenon that is MTV began broadcasting in The States on August 1, 1981 to the sound of "Video Killed the Radio Star".

GAMEPLAY

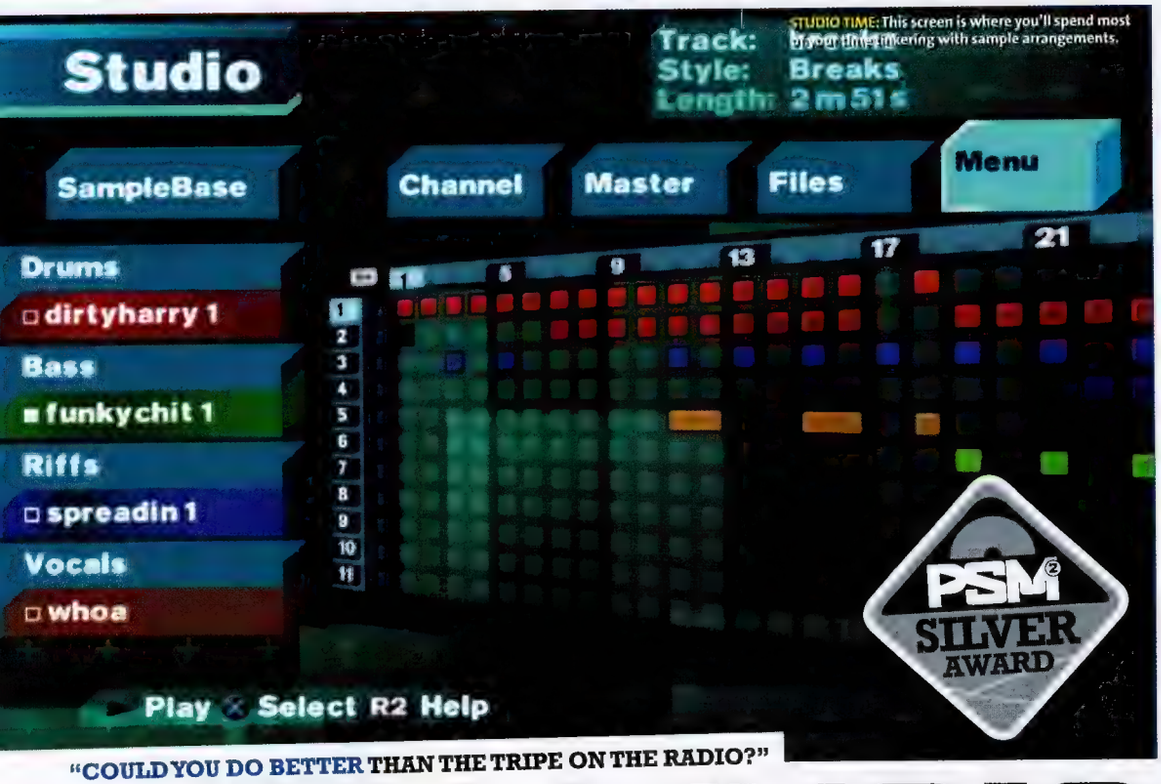


50% Creative vision
30% Endless tinkering
17% Trial and error
3% Embarrassing videos

TRIVIBUST

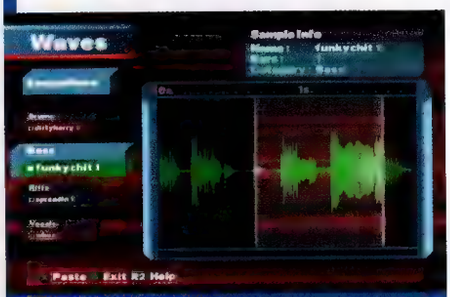


- Remix hit tunes from Snoop Dogg, Sean Paul, Outkast, Carl Cox, etc.
- 'Rip' samples from your own CDs and use them in your tracks.



MOVERS AND SHAKERS

Music Generator 3 is no longer developed by Jester Interactive – the experts of PS2 music making titles, who recently created *Music 3000* (81% in issue 35). The series is now developed in-house at Codemasters with the help of a company called Zero-G who're world leaders in developing professional audio samples.



GET OFF MY WAVE: The unique waveform for each sound can be manipulated, sliced and diced to completely change its character.

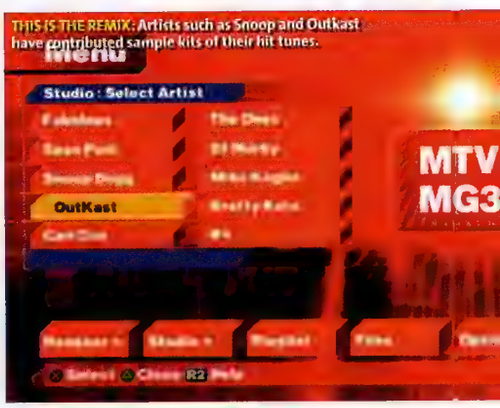
CHANNEL SURFER: Apply effects to parts of your track.

MELODY MAKER: Arrange your catchy tune right here.

"COULD YOU DO BETTER THAN THE TRIPE ON THE RADIO?"

MTV MUSIC GENERATOR 3

Lock yourself in your bedroom for a week and produce the next underground chart-smasher. Or a load of old bollocks.


THIS IS THE REMIX: Artists such as Snoop and Outkast have contributed sample kits of their hit tunes.
Menu
Studio : Select Artist
OutKast
MTV MG3

It's always the same. Wha... oh, sorry... the feeling you get when you first sit down with any music creation software. You spend the first five minutes staring glassy-eyed at the myriad of tables, grids and waveform indicators. Then panic sets in. How the hell am I supposed to work this bloody thing out? It might as well be a nuclear physics essay. Read the instructions, you say? Pffffff... real gamers don't need instructions!

PSM2 have played plenty of music making games and *MTV Music Generator 3* has possibly the most streamlined menu system we've seen. Within fifteen minutes of picking up the controller we were ripping samples, arranging drum patterns and pasting vocal loops. It's almost painless – and with such a gentle learning curve it makes the business of musical inspiration easy to kick-start.

The tunage is focused firmly on electronica such as hip hop, garage, breaks and house. But these are just starting points, since you're free to mix and match any styles you like – but whether they'll produce listenable results is a different matter all together. The Studio screen is where most of the action takes place. The thousands of pre-recorded sounds come in four categories: Drums, Bass, Riffs and Vocals. After selecting your samples, you slot them together on a grid and tinker with the results. There are a multitude of options to tweak in every part of your tune, including techniques like waveform manipulation and channel effects. Thankfully you can produce your own drum and melody loops from scratch using individual sounds, meaning you're only limited by your imagination.

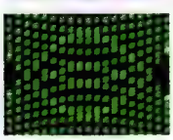
Noticeably absent is the USB sampling option from *Music Generator 2* which let you plug in a mic or other source and record from it directly.

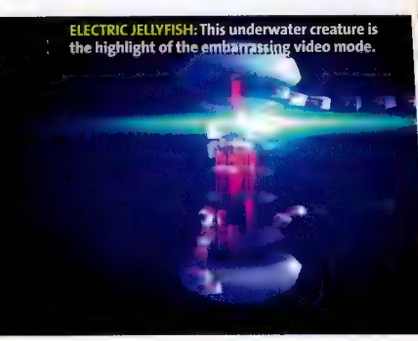
Unfortunately the naff 3D videos have returned. They're still full of flashing lights and squiggly drug-induced visions – a brief, laughable, novelty.

Despite these issues *Music Generator 3* continues the fine pedigree of its predecessors. The control interface has not only been sexed-up, but made considerably simpler – meaning less stands between you and creative genius. Perfectionists will love tinkering with their creations and could lose weeks, if not months, of their lives inside this incredibly deep and rewarding piece of software.

Jorin Sievers

■ *Music Generator 3 rocks the block from 25 June.*





THE MONEY SHOT

The first time you combine two different sounds through trial and error and create something truly amazing.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Streamlined interfaces, easy learning curve. – Often requires the concentration of a God.	+ Charts are colourful and easy on the eye. – The video generator is a complete joke.	+ Er... it's whatever you make of it, dumbass. – If you've got no rhythm, you're sunk.

LIFESPAN

With literally *millions* of possible sound combinations and the fact you can 'rip' your own CDs, you could be kept busy for *years*.

MINUTES — YEARS

IT'S BETTER THAN...
MUSIC 3000

IT'S WORSE THAN...
MUSIC GENERATOR 2

With up-to-date samples and options as deep as the Pacific Ocean, this is cutting edge stuff. It stimulates the grey matter in a way that few other PS2 titles can.

83

INFOSTRIP

DETAILS
Developer: Namco
Publisher: Sony
Players: 1-4
Memory Save: 328Kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

GAMEPIE
30% Charging the net
20% Perfecting your 180km/hr serve
20% Serena Williams' grunt
20% Working on your backhand swing
10% Anna Kournikova

PUBTALK
The smart arse thing to say down the boozer.
"By the 11th century tennis was being played by French monks in monasteries, at first using their bare hands and a rope strung between buildings."

GAMEFAX
Sports
Hard
Sequel
Multi-tap

TRIVBURST
- Build your character and train them to become world number one.
- Play as Tim Henman, Lleyton Hewitt, Serena Williams and even sexpot Anna Kournikova.

THE MONEY SHOT
Your opponent foolishly lobs in a high ball and you have plenty of time to make a huge, leaping overhead slam that leaves them no chance of a return. Take that!
DOUBLE MATCHPOINT: Smash Court 2 will test your reflexes like few other games can.
PSM2 SILVER AWARD

"THIS TIME IT'S GAME, SET AND MATCH"

SMASH COURT TENNIS PRO TOURNAMENT 2

Are you a baseline bruiser or a net marauder?

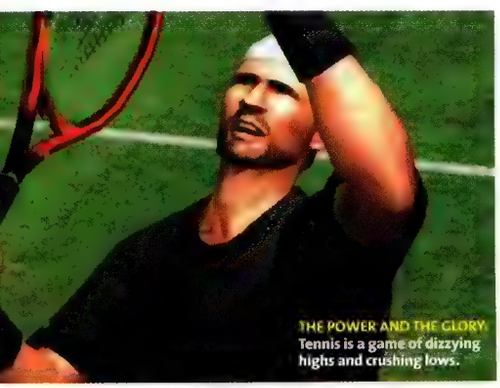
Tennis is a game of great passion. Take infamous champion John McEnroe, for example. His temper tantrums were more legendary than his considerable playing skills. Barely a tournament went by without 'The Brat' – as he was known – wailing and whining and gnashing his teeth. Referees and linesmen were usually the target of his anger and had to endure being called half-blind drunken dumbasses. And when they ignored MacEnroe he'd smash his racquet and then sulk for the rest of the game. In other words, *almost* as bad as it feels to lose in *Smash Court 2*.

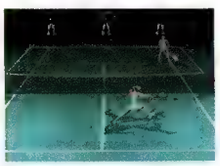
While Namco's simulation doesn't let you abuse the officials or destroy your racquet, it does capture the emotional roller coaster of the great game extremely well. The ebb and flow of tennis is a difficult thing to grasp. One moment you're in the zone – feeling superhuman, with lightning fast reflexes and the next you're a cack-handed moron who might as well be swinging a sopping wet kipper. Thankfully, the first time you play *SCT2* you'll immediately feel welcomed by the seemingly simple arcade-style controls. At its most basic level the whole game can be played with just ⊗ and the analogue controller. But you'll soon realise the depth of control available. For example, when you get to grips with the incredibly sensitive analogue aiming control you'll be nailing targets the size of a pound coin with 180km/hr serves.

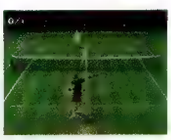
The Pro Tour mode is the real heart of the game, where you build your player from the shoes up and struggle to rise from the lowly position of 250th ranked player in the world to become number one. The RPG-style character building system is brilliantly implemented. You earn experience points for completing training exercises (hit the targets, fight off an attack of the killer ball machines, etc) and by entering competitions. These points are spent on improving aspects of your game and buying higher performance gear like sneakers and racquets.

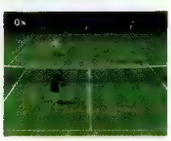
A couple of things prevent *SCT2* from being a true classic. Firstly, the menus can be unnecessarily confusing when arranging a four-player doubles match. However, what's worse is that many computers players (until you reach the top ranks) can be defeated in a similar serve-and-volley way. It's also a shame you can't dive for the ball as you could in *Virtua Tennis 2*, since this would increase your reach for difficult shots and pump up the excitement. However, *Smash Court 2* is definitely the best-looking tennis game on PS2 and the learning curve is very forgiving. The visual enhancements also make it more emotionally appealing and mean it's a definite improvement over its prequel. So, this is quality stuff – and you can add 4% to the score below if you own a multi-tap and have three friends. **Jorin Sievers**

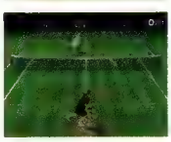
■ Smash Court 2 *aces the competition on June 18th.*


THE POWER AND THE GLORY: Tennis is a game of dizzying highs and crushing lows.





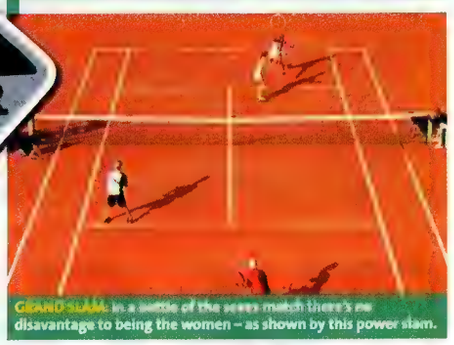




MULTIPLAYER HEAVEN

Tight teamwork during a four-player match produces some of the biggest thrills imaginable. There's no better feeling than backing up your partner by rushing over to their side of the court when the opposition lobs one over their head. Some of the rallies that occur in doubles matches beggar belief and incite some of the fiercest competitive vibes we've seen on a PS2. Brilliant.

MIDCOURT MAYHEM: The top team looks to have been wrong footed by a powerful smash from the centre of the court.


GRAND SLAM: In a battle of the sexes match there's no disavantage to being the women – as shown by this power slam.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast, responsive and rock hard – as it should be. – Many computer players follow similar patterns.	+ Good variety of smooth player animations. – Grass, clay and synthetic courts – that's your lot.	+ Serena Williams grunts. Balls sound bouncy. – Upbeat jazzy soundtrack seems out of place.

LIFESPAN
Becoming number one ranked player in Pro Tour mode will take a while. The multiplayer will keep you coming back for months.
MINUTES — YEARS

IT'S BETTER THAN...
WTA TOUR TENNIS

IT'S WORSE THAN...
VIRTUA TENNIS 2

Easier on the eye than *Virtua Tennis 2*, but lacks the diving ability of that game. Otherwise it's perfectly balanced and offers all the tension of the real sport.

85

INFOSTRIP

DETAILS
Developer: Konami
Publisher: Konami
Players: 1
Memory Save: 456kb
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

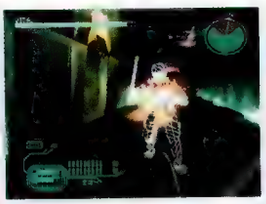
TOP 5 GADGETS
- Shoe grenade
- Cufflink laser
- Bowtie gun
- Helmet blade
- Banana telescope

GAMEPLAY
40% Fly-kickin'
30% Sword-swingin'
10% Face-smashin'
10% Bone-breakin'
10% Ball-bustin'

GAMEFAX
Action
Violent
PS2 exclusive
Saucy

TRIVIBURST
- Two discs featuring two very different Cy Girls.
- Travel the globe and enter a surreal 'virtual' world.
- Utilize a range of nifty gadgets including a super ninja hook. Yes.

AIM ACADEMY: You simply hammer the fire button and hope for head shots. Pity.



SHOWDOWN: Here's a frantic setpiece in action. Gripping stuff.

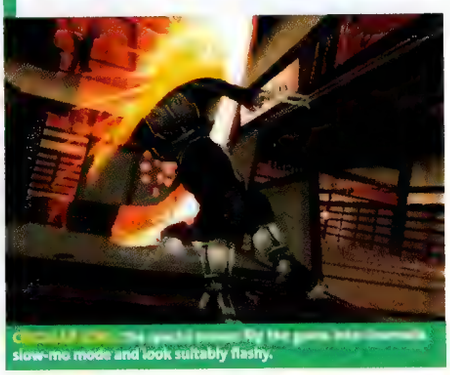
"THIS DYNAMIC DUO CAN HACK INTO OUR MAINFRAME ANY TIME"

CY GIRLS

PSM2 BRONZE AWARD

KICK, SPIN, FLIP AND SLICE

Aska's special moves, although lacking in user input, are a joy to watch. Our favourite sees her leap over a goon's head and impale the sucker from behind with her katana. Ice doesn't do anything half as cool-looking.


CRICKLE CRACKLE: The gratuitous use of the game into Dramatic slow-mo mode and look suitably flashy.

These girls are sticking it to the man. Quite literally. With swords and everything. Hit on 'em and die. Horribly.

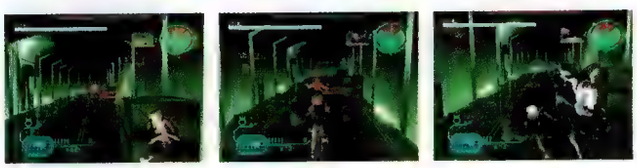
Games based on toys generally don't fare well on PS2 – *Hot Wheels*, *Lego Racers*, *Bionicle* – it's safe to say they were all shatmungous. Next in line is *Cy Girls*, but does it break from tradition? Well, sort of – but there's a fair amount of 'making do' involved. Inspired by the Takara range of action figures, *Cy Girls* is a tale of terrorism, computer hacking and martial arts that stars a pair of femme fatales called Ice and Aska. Ice is a stealthy operative (a *Samantha Fisher* if you will) and Aska is a katana-wielding ninja. Both Ice and Aska have their own disc and their respective plots interweave throughout the game.

This dual disc thing isn't as hackneyed as *Devil May Cry 2*, however as each character handles very differently. First off, there's Aska – being a ninja she's absurdly nimble; she can run up walls, flip over bad guys and perform ballet-like sword moves that take out multiple enemies in one razor-edged swipe. She can also use shuriken and grappling hooks in true ninja fashion, and we reckon Aska's the most fun character to play. Then there's Ice – the stealth operative. Think *Metal Gear Solid* only with more arcade-style gunplay and a lovely lady in place of Snake. This episode is all about hacking computer terminals, finding key cards and levelling groups of bad guys with a pair of shooters, and as a result it's far less exciting than Aska's romp. Ice is also less agile than Aska and her acrobatic skills pretty much end at very cliched Matrix-style backward dives.

These twin episodes plunder gameplay elements from both Activision's *Tenchu* and Konami's own *Metal Gear*. Aska's grappling hook is almost identical to *Tenchu*'s in both look and feel, and the first level is almost a replica of the much-loved ninja stealther's opening trawl. Ice's mission is very much a watered-down *Metal Gear*, but in saying that, did Snake ever get to wield dual pistols and mow down a hoard of guards? Nope.

Cy Girls isn't original and it isn't particularly clever. The camera is ridiculous – it's probably the least effective in gaming history – and even selecting the option to control it manually is just as awkward (it turns around very, very slooowly) and then there's the game's inability to remember things – leaving a room resets *everything* and you have to traipse through the same conversations, flick the same switches – it's all very tedious. But this is a basic, if solid, stealth-'em-up, even if it ultimately lacks the true finesse and originality to lift above the crowded competition. **Andrew Kelly**

Cy Girls have already stretched their tight outfits over their lithe bodies. The game's out now too...



ROOM WITH A VIEW: The girls can analyze levels with their techno-goggle things.

THE MONEY SHOT

Kicking seven shades of shoe shine out of multiple enemies with a single satisfying super combo move.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Combat feels responsive enough most times. – Navigating the levels can be a tad confusing.	+ Nicely detailed character models throughout. – Some levels are too maze-like for enjoyment.	+ Excellent voice acting and music. – Repeating voice samples drive us mad.

LIFESPAN
With two discs, two girls and two storylines you'd think it should last a fair old while. Sadly, it's pretty much a one-hit-wonder.
MINUTES — YEARS

IT'S BETTER THAN...
TOMB RAIDER: TAOD

IT'S WORSE THAN...
METAL GEAR SOLID 2

PlayStation 2

A competent and commendable action romp from Konami. Suffers from a creaky camera and confoundingly difficult puzzles. Worth a rent if not a buy.

74

INFOSTRIP

DETAILS

Developer: Playlogic
Publisher: Playlogic
Players: 1-2
Memory Save: 140kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving | Stupid | Easy | Shit

"FUTURISTIC LAND YACHTS SAILING THE SEAS OF CHEESE"

CYCLONE CIRCUS: POWER SAIL RACING

SCORE
5/6
TIME: 00:31.04
BEST TIME: 03:50.00
THE LIGHT STUFF: Some of the lighting effects are quite pleasant, but don't let that fool you.

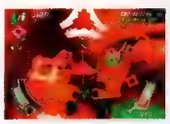
Set a course, haul in the anchor and raise the mizen mast. It's sailing, but not as you know it.

In the future fossil fuels have been depleted, the polar ice caps are melting and the gravity has changed, allowing certain items to float and spin.

Yes, that's the premise behind *Cyclone Circus*, and the game's just as hackneyed. In fact, we're convinced it's all one huge post-modern joke; no developer could ever *intentionally* create something this ridiculous. You could argue that we're being cynical, but pause for a moment and consider what we have in front of us – a game full of 'zany' characters jaunting around on magical land yachts in a dazzling, quirky landscape full of flashing lights and jabbering penguins. Let's be honest; *no one* wants to play this. It's the most convoluted, over-decorated piece of piss ant nonsense that ever permeated a console. We don't want this – *no one does*.

Playing it's like trying to navigate a feather on a string around a windy field, and every few seconds you find yourself spinning out of control for no apparent reason. It's jerky, it's twitchy and we want it to *die*. In its favour, some of the lighting effects are decent enough, but even they hamper your gaming 'experience' by filling the screen with loads of obstructive crap. The colourful exterior and 'ker-azy' characters are just pure granny trickery – some old dear'll buy this for their grandson when all he really wants to do is kill things with knives. Do Playlogic really think there's a place for this in the market? The only place for this is down a dark, shit-filled hole in the middle of a field somewhere. **Andrew Kelly**

■ Cyclone Circus *has already sailed into foul wind.*



PSM² VERDICT

An interminably shit game. We'd beat it to death with hammers if it were alive. Occasionally stimulating visuals do not make a good game.

19

INFOSTRIP

DETAILS

Developer: Argonaut
Publisher: Evolved
Players: 1-4
Memory Save: 58Kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEFAX

Sci-Fi | Driving | Hard | Shit

"IT'S BACK TO THE FUTURE WITH THIS RACING REMAKE"

POWERDROME: RACE OF CHAMPIONS

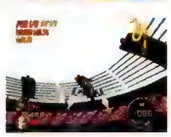
It's hydromatic and it's certainly problematic.

Adam and the Ants were a quasi-legendary band from the 80s. Remember the flamboyant face paint, and the pseudo-pirate clothing? *Anyone*? Er... *the point is*, if we could bring the band up to date – allowing for modern musical tastes with some drum 'n bass beats and some acid-jazz hooks– that'd be brilliant, right? Well, *maybe*, but – if *Powerdrome* is any indication – probably not. In fact, it'd be shit. All developers Argonaut have done is re-hash a mediocre, futuristic kart game, which was originally out on the Amiga in 1988.

OK, the game's faster than a sidewinder missile with a tailwind, but steer too late and you'll stop quicker than a fat guy strolling past McDonalds. Mastering the corners is a God-awful chore. Logically there should be a balance between the speed of play and the handling, but there's no such implementation. The graphics are nice enough – all the landscapes are highly detailed affairs, but travelling at 1000mph will force the surroundings into a pixelated blur.

Amiga owners *might* be hot with anticipation, but this is light years behind the *Wipeout* series. One glaringly obvious drawback with *Powerdrome* is the exclusion of weapons. So, all the cack-handed individuals out there who can't drive very well, don't even have so much as a piss-soaked sponge to throw at the opposition. *Wipeout Fusion* isn't the greatest game in the world, but it makes *Powerdrome* look as complete as a second-hand jigsaw puzzle. The ultimate kicker is that the Xbox version – we're big enough to admit it – looks ten times better and features online support. PS2 can do *much* better – just look at *MGS3* or *GT4*. Let's spend our time more productively and set up a petition to resurrect Adam and his ants. Who's with us? **Nathan Irvine**

■ Powerdrome *is speeding into the pits right now.*



PSM² VERDICT

This game's so fast it'll fly into the shops upon release and end up in the bargain bin by the end of the week. Avoid it, even if you remember the Amiga game fondly.

22

INFOSTRIP

DETAILS
Developer: Spike
Publisher: Capcom
Players: 1-2
Memory Save: 136kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

TOP 5 SPIRITS
- Casper
- The Blair Witch
- Slimer
- Headless Horseman
- Patrick Swayze

GAMEFACTS

- Backed by manufacturers such as Suzuki, Triumph, Honda and Kawasaki.
- 16 courses to crawl along.
- 330 bike variations.

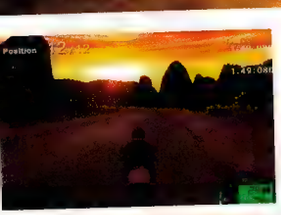
SLEAZY RIDER: Our rider checks out the talent before careering into a wall and bursting into flames.

SPOKE OF THE DEVIL: The bikes are nicely rendered, but look like pap compared to the likes of *Moto GP*.

THE MONEY SHOT

There are countless variations of each bike to choose from, making the total count up to a staggering 330.

FOREST GUMP: Nice trees. Shame about the game.



"PRETTY SUNSETS CAN'T SAVE THIS RACER FROM OBSCURITY"

RIDING SPIRITS 2

Strap on your most unfeasibly tight leather jumpsuit – it's time to ride.

Racing in the manner portrayed in this game is extremely dangerous," explains the opening sequence of *Riding Spirits 2*. That's fair enough, but we don't think crawling along like a punctured 2CV is exactly death defying. That's the problem you see; the game thinks it's a pulse-pounding powerhouse of eye-searing visuals and top-notch gameplay, when in actual fact it fails to raise even the slightest flutter in our cold, hard hearts – and that's the least of its problems.

Firstly, it looks like shit – it's so jaggy that we had to avoid the television for fear of laceration. This roughness is then supplemented by the blandest textures ever digitized, some seriously ropey physics and a general feeling of cack-handed inefficiency. If eyeballs had some kind of tasting mechanism, a piercing sting of bitter disappointment would permeate our corneas. The odd thing is that the graphics engine is competent enough – it seems that the shortcomings are simply due to Spike's lack of creative spark.

For fans of the sport, *Riding Spirits 2* is filled to the nozzle with streams of banal statistics and, as you'd expect, there's a plethora of licensed bikes to squeeze between your virtual legs. Unfortunately the bikes are so sluggish and meandering that it feels like you're nudging a pair of logs down a stream. This, combined with the lack of speed, makes for a thoroughly unexciting experience and what you're left with is a duller-than-dull plod through samey tracks on the back of a chrome-plated super turd.

We could prattle on about the race analysis, faithful bike recreations, in-depth career mode and lovely sunset effects, but when the rest of the game is so sloppy, these tiny glints of greatness don't warrant further description. From the magazine who once described the first *Riding Spirits* as "GT on bikes", we now declare that *Riding Spirits 2* is more like shit on bikes. Fans will lap it up, but for the rest of us who enjoy cheek-flapping speed and oil-slick handling, *Riding Spirits 2* is left at the starting line with a silly grin on it's face and a mouthful of dust. **Andrew Kelly**

■ *Riding Spirits 2 is trailing the pack right now.*

CRASH AND BURN

Since *Riding Spirits 2* is an inanimate object, hurting it is sadly impossible. You can however hurt the little digital men who are unfortunate enough to star in it – and let's face it, they deserve it.

riders simply refuse to bleed.

and dusty surfaces don't mix.

havoc on the starting grid.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Going in a straight line is relatively simple. – Everything else is just a complete bugger.	+ Nice sunsets and some convincing foliage. – A bland, jaggy mess of pixels and polygons.	+ Engines sound a bit like engines. Just a bit... – Plinky-plonky menu muzak is really the pits.

LIFESPAN
Getting through everything will take a while, but your spirits will be so crushed by the end that you won't even bother.
MINUTES — YEARS

IT'S BETTER THAN...
EXTREME G 3

IT'S WORSE THAN...
MOTO GP

A ramshackle mess of code trying feverishly to pass itself off as a videogame. *Riding Spirits*? Crushed Spirits is more like it.

48

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INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 378kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"Jean Reno turned down the role of Agent Smith in the Matrix to star in a soulless Godzilla remake. Sadly, this is 100% true. Doh!"

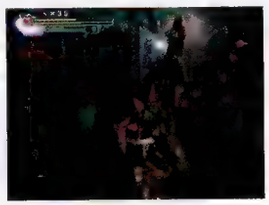
GAMEPIE
40% Wondering why he doesn't sound like Jean Reno.
30% Being reminded of Quantum Leap.
30% Thinking "This is the best game ever!"

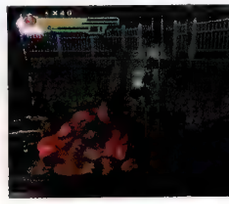
GAMEFAX
Action
Sequel
Violent
Addictive

TRIVIBURST
- Control three different characters; Samanosuke, Jacques and Michelle.
- Two time periods; feudal Japan and modern France.
- A selection of optional side quests apart from the plot.

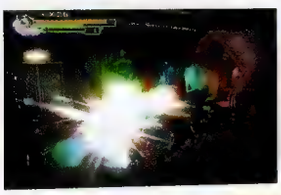
THE MONEY SHOT
The first chapter's opening FMV is absolutely brutal. Scores of demons invade Paris as the rousing music blares. Beautiful.

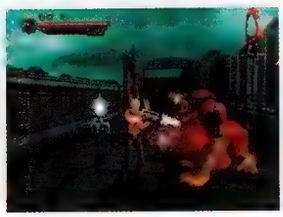
SLICE AND EASY: Samanosuke fends off a pair of Genma with his twin light blades.





LIGHT OF THE LIVING DEAD: Unleash power attacks, but watch your magic meter.





"MERDE! PARIS HAS BEEN INVADED BY GENMA!"

ONIMUSHA 3

Onimusha's back, and kicking three times as much arse.

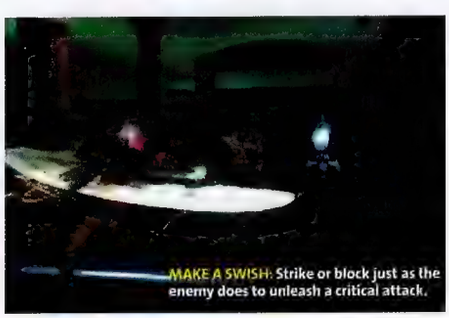
Fashion is a fickle thing. One minute you're in jeans with turnups the size of popcorn buckets, the next you're sporting a ridiculous fedora hat with pigeons stapled to the brim in a vain attempt to look 'street'. Equally shallow is the world of videogames; we used to be content hurling pixelated fireballs at fungi – now we demand volumetric lighting, bump-mapping, absurd polygon counts, celebrity voiceovers... the list goes on. Thankfully there are still games that hark back to the days of yore when playability was king and polygons were but the fevered dream of a madman. Games like *Onimusha 3* – perhaps the most playable action game we've ever tussled with.

PSM2 GOLD AWARD

If *Onimusha* were a hot, tasty pie, the core gameplay mechanics would almost definitely be the succulent, meaty filling. You see, the game's central nervous system is of such a high standard that you can actually *feel* the gaming goodness flowing through your thumbs. There are three sequels worth of refined, progressive gameplay boiling under the bonnet that seem to combust perfectly with the visuals, sound and storyline. The pace of the game is also faultless – your characters steadily escalate towards their highest power level as the intuitive level-up system comes into play, seamlessly integrating itself into the demon slashing. Only the most cynical of dried-up prunes will find a reason to dislike this game – everyone we know absolutely *loves* it – and rightly so; if ever there was game deserving of unanimous praise, this is it.

As is befitting of a game of *Onimusha 3*'s quality, the PAL conversion is spot on. Capcom have graciously chucked in a 60hz mode and there are no obtrusive borders to speak of. The only gripe we have is with the acting; the voices don't really suit the faces, and the absence of genuine Jean Reno-flavoured mutterings is a real letdown. The fact that we played and loved *Onimusha 3* in Japanese is testament to its resplendent gameplay, but now that we have it in full English with a comprehensible plot, it's *even better*. The game *exudes* coolness – if Jacques isn't leaping over things in a motorbike, Samanosuke's pasting hundreds of demons with his flaming sword of doom. In the simplest terms, *Onimusha 3* is a beautifully crafted gem, glistening from beneath a mound of turgid, high-falutin nonsense. We love its ass clean off, and you will too. **Andrew Kelly**

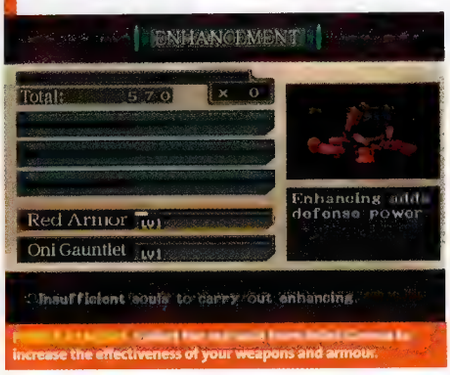
■ Onimusha 3 *is finally released on July 9. Hurrah!*



MAKE A SWISH: Strike or block just as the enemy does to unleash a critical attack.

TAKING IT TO THE NEXT LEVEL

Collecting souls via Jacques and Samanosuke's gauntlet allows you to imbue your weapons and armour with power. The time you invest levelling up here will almost certainly pay off when the tougher bosses arrive.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A poetic blend of fluidity and progression. – Levelling up takes a little longer than we'd like.	+ Beautifully rendered and packed with detail. – Some dingy locales sour the experience.	+ A brilliant orchestral score on the cutscenes – Where the hell is Jean Reno's voice?!

LIFESPAN
The story will last ten hours, and there's a score of unlockable features and sidequests to lengthen the experience further.
MINUTES — YEARS

IT'S BETTER THAN... ONIMUSHA 2
IT'S WORSE THAN... METAL GEAR SOLID 2

One of PS2's most rewarding experiences. Provocative, exquisite gameplay backed up by plush visuals and a rousing score. This is a thing of beauty.

92

INFOSTRIP

DETAILS
Developer: Acclaim
Publisher: Acclaim
Players: 1-8 Players
Memory Save: 77Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Well yeah, The Ultimate Warrior was a cool name for a wrestler, but did you know that his real name is Jim Hellwig?"

GAMEPIE
50% Smashing opponent's heads with chairs.
20% Button bashing.
20% Spilling blood.
10% Dusting off your wrestling figures.

GAMEFAX
Beat-em-up
Multi-tap
Sequel
Old-Skool

TRIVBURST
- Classic matches can be accessed that you can recreate or change the end result of.
- 70 brawlers in total – more than any other wrestling game on the market.

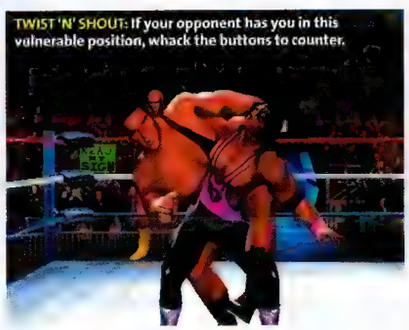
Hulk Hogan
Andre
CHEAT
THE MONEY SHOT
Playing as the mad-as-a-bag-of-frogs, Andy Kaufman. You know, the guy from Taxi? He was a comedy star from the 70s? No? OK then.

MIME TIME: The Hulkster is screaming "Uncle", but the referee has turned into Marcel Marceau.

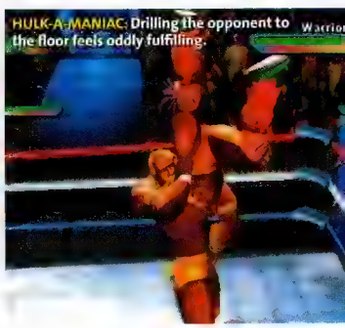
RED DEAD HEAD

You don't have to be a vampire to appreciate the sight of blood. *Showdown: LOW* will make you revel in the spilling of claret as you mercilessly batter your opponent. Look closely to see Bret's oozing face. Nice.

BRET-DANCING: After being smashed across the face with a chair, the characters perform some sort of dance routine. Just like life.



TWIST 'N' SHOUT: If your opponent has you in this vulnerable position, whack the buttons to counter.



HULK-A-MANIAC: Drilling the opponent to the floor feels oddly fulfilling.

"THE GOLDEN AGE OF WRESTLING GETS ITS OWN GAME. AGAIN"

SHOWDOWN: LEGENDS OF WRESTLING

Like a fancy dress party, but with choreographed fighting.

Like wrestling? Famous old people? Games with sticky feedback and wooly controls? Ah, thought not. The geriatric wrestlers are back in town with a grapple-em-up that's – sadly – about two thirds as good as THQ's all-conquering *WWE Smackdown* games. Bugger.

It's not all bad news, mind. The old superstar wrestlers are arguably superior to today's offerings. There was less 'glitz' and more 'gouging' back in the day. Recreating classic bouts between Macho Man and Hulk Hogan's a mouth watering prospect. But, sadly, Acclaim's latest offering has fallen at the last turnbuckle. *Showdown: LOW* has new modes, like ladder and cage matches, but the way that they operate feels haphazard and unrealistic. For example, if you try to climb the ladder, or climb through the ropes to the cage door, you pointlessly have to hammer the ⓑ button in order to continue. And while you're hammering at the pad, your opponent can mercilessly kick your wobbly ass as he wishes. There's a career mode that sees you work your way from the 70s up to the present day. You can also create your own fighter and kit him out as ludicrously as you like. Neat – but not as in-depth as *Smackdown:HCTP's* story mode.

With the fast-paced brawling conveyed by a baby-oil slick animation engine, *Showdown: LOW's* graphics are easily on par with *Smackdown: HCTP*. Even the pantomime blood effect you see in the real world of wrestling has been beautifully recreated. Picking up a steel chair from the crowd and stoving your opponent's face in with it will cause blood to weep from the point of impact and spill all over the canvas. Unfortunately the weight of the game doesn't feel as solid as *Smackdown: HCTP*. If you toss someone to the mat with a power slam, they bounce straight up again, like you've just tucked them into bed, rather than pummelled them.

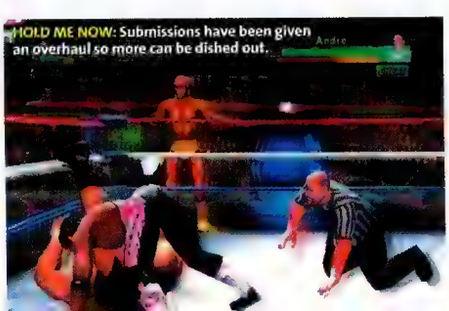
Fundamentally the focal point of the game is to compete with the scantily-clad behemoths from days gone by. It's not going to appeal to everyone, especially those of you below the age of sixteen. *Showdown: LOW* is for folk that remember the good ol' days of Jake the Snake, parading his pet Damien to the masses, and King Kong Bundy smothering his opponents with his BO infested armpits. Sadly, with this in mind, there's not enough diversity to consider purchasing it over THQ's World Champion, *Smackdown*.

Showdown: LOW is a tidy wrestling title, but if it went toe-to-toe with *Smackdown*, it'd suffer in an irreversible sleeper hold before it could say 'uncle'.

Nathan Irvine

■ **Showdown: LOW *will enter the ring on June 4th.***

PSM2 BRONZE AWARD



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Wrestling with all the old-skool characters. – Weak impacts take some of the gloss off it.	+ Beautifully portrayed characters, lots of blood. – The wrestler animations don't differ too much.	+ All the original entrance themes are here. – Commentary is insanely repetitive.

LIFESPAN
Various exhibition types and a career mode to get in to. Get your mates round for some multiplayer to really make full use of it.

MINUTES — YEARS

IT'S BETTER THAN...
LEGENDS OF WRESTLING 2

IT'S WORSE THAN...
SMACKDOWN: HCTP

The potential is definitely here, but with a lightweight feel and not much in the way of diversity, its not going to end up as a true legend.

72

INFOSTRIP DETAILS
Developer: Konami TYO
Publisher: Konami
Players: 1-8
Memory Save: 1220KB
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX
Sequel
Multi-tap
Addictive

TRIVIOUS?
■ The training times are well [illegible]

PSM2 SILVER AWARD

"GREAT FOOTBALLING'S ALL ABOUT THE FOLLOW-THROUGH"

WINNING ELEVEN 7 INTERNATIONAL

Same old Pro Evolution Soccer – always evolving.

THAT'S BOOTIFUL

Come on, if *PES/WE* invites you to make it perfect, then who are you to turn down such a proposition? You don't really want to see 22 players all running around in generically-branded boots when they could be boasting the flashiest footwear since fish-tank platforms, do you? Then carefully assign each player a set of Adi Dassler's – that's Adidas – licensed finest. (or construct a set of bootleg Nikes from the templates available.).

WHITE STRIPES: Check out Becks' white Predator Manias. A bit dated now perhaps, but perfectly defined nonetheless.

CUP-TIED: Classic World Cups as worn by many Germans...

F-ING GREAT: The new F-50 boots, as worn by Crespo...

ONE STEP CLOSER TO HEAVEN: We haven't seen Christiano do that before. Oh, wait...

MUTU DRESSED AS LAMB: More of the popular players look like their real-life counterparts...

Another eventful domestic season has drawn to a close and *Pro Evolution Soccer* reaches the end of its annual evolutional cycle with this, the secondary Japanese release of its *Winning Eleven 7* incarnation. Essentially, this is *PES3* with shiny knobs on (*Winning Eleven 7* + *PES3* = *Winning Eleven 7 International*) but it's also another golden paving slab in the yellow brick road to perfection.

Many felt that *PES3* was too restrictive. Mazy runs and 25-yard pearlers were rare occurences, while split-second flashes of brilliance would usually be hampered by CPU defenders playing out of their skin (and well above their seeming physical constraints). *WE7I* repents such sins and bestows a more well-rounded, finely crafted and – dare we say – sexier game of football on the calcio-craving masses.

Now the differences – and before we get into the on-field intricacies, let's get the anorak stuff out of the way. The game features updated player and club data to reflect the 2003/04 season – although not the movers in the January transfers. As such, key players such as Wayne Bridge, Bellion, Le Tallec and Sinama-Pongolle are now present in their respective ranks and the stats of established stalwarts have been fiddled with to provide a more accurate reflection of their real-life counterparts. Players such as Duff, Lampard and Christiano Ronaldo have enjoyed substantial stat hikes, whereas other players sinking like shark shite from their peak-performing heydays (yeah, we're looking at you, Yorke) are noticeably crapper. Certain likenesses have been improved as well and – although we're still not talking to the extent of FIFA's eerily good appearances – at least some look slightly less like Cell Block H extras. There are some significant differences in the Editing suite. The names of all the stadia can be changed to the proper ones (or otherwise), the goalie strips can be edited in the

Out-pacing a defender and knocking a nugget into the far corner of the net – such a rare sight in *PES3*, now fully restored.

SPACE EVADERS: It's now easier to turn defenders and run into space...

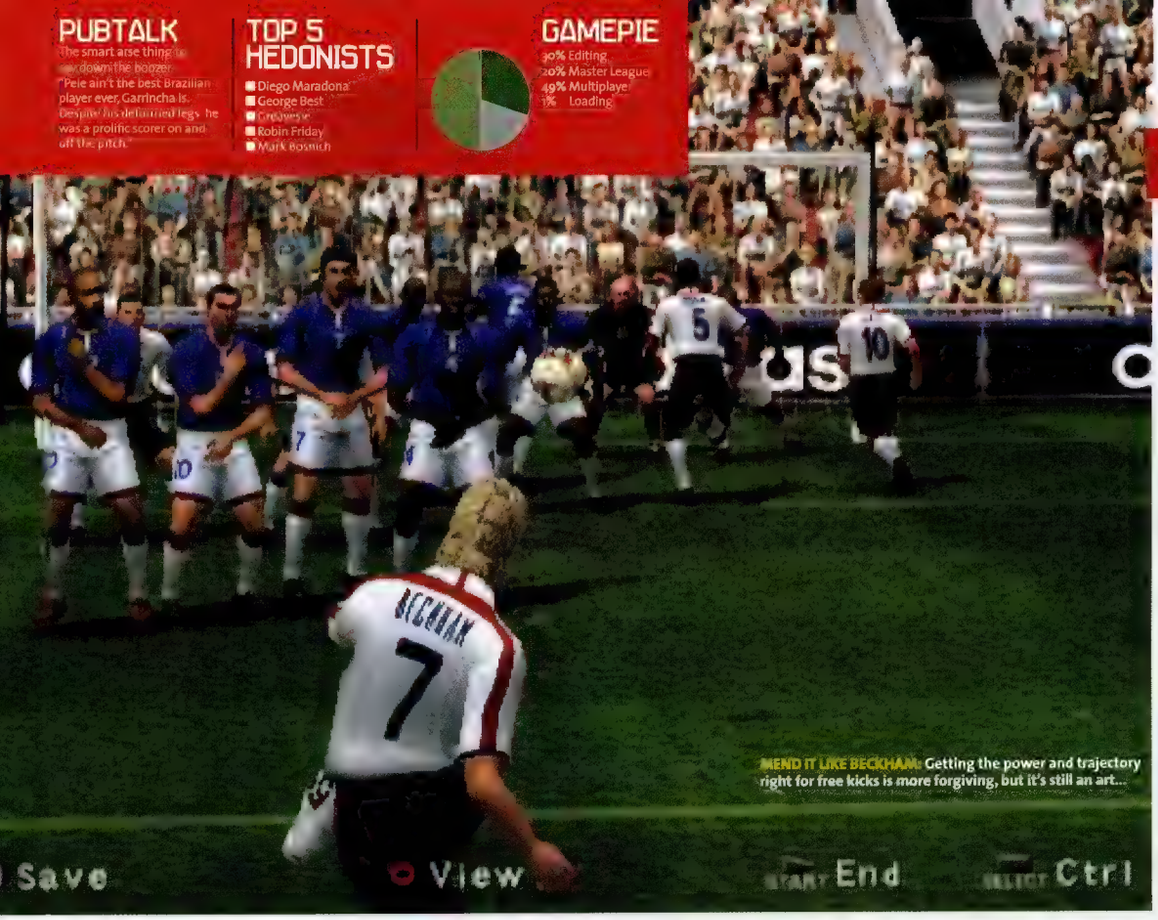
HAIR TO THE THRONE: A pre-scalped Becks goes for glory...

CRUNCH BUNCH: With better animations in place, the tackles are visibly wince-worthy.

PUBTALK
The smart arse thing to say down the boozer:
"Pele ain't the best Brazilian player ever, Garrincha is. Despite his deformed legs he was a prolific scorer on and off the pitch."

TOP 5 HEDONISTS
- Diego Maradona
- George Best
- Cruyff
- Robin Friday
- Mark Bosnich

GAMEPIE
30% Editing
20% Master League
49% Multiplayer
1% Loading



MEND IT LIKE BECKHAM: Getting the power and trajectory right for free kicks is more forgiving, but it's still an art...

WHAT DOES THIS MEAN FOR PES4?

***WE7I* is proof that KCET takes criticism from us Westerners squarely on the chest and returns a stunning volley of improvements. Their progress suggests that *Pro Evolution Soccer 4* will score at least 126%, such as...**

THE LICENCE GROWETH: Producer Seabass has been given a 'significant' funding boost to aggressively acquire new licences. In this game they managed to include an extra stadium, but more ML teams in authentic kits is a cert.

POWER TO THE PLAYERS: ***WE7I*** **tweaks player stats to more accurately refect their real life abilities (Duff and Ronaldinho are significantly improved over *PES3*), plus Seabass has promised more unique player animations for *PES4*.**

GET THE BALANCE RIGHT: **Maybe *PES3* was too experimental – come on, how many 25-yard screamers do you score these days compared to *PES2*? Less cagey, more open play is a reality and *PES4* should have the balance just about right.**

CHAOS! ***WE7I*** **introduces bobblier ball physics, new animations (like flicked headers), better AI, plus a greater emphasis on timing and using the correct kicking foot to cross and shoot – expect *PES4* to fizz with subtle touches.**

RESERVE POWER: Players not good enough to make the Japan first XI.

EXTRAS! EXTRAS! EXTRAS!

Reserve team

■ The Japanese love their footy. And they love their national team. This is why an extra team (not unlockable, mind, it's yours from the off) exists within *WE7I* consisting of Japan reserves. That's a whopping 44 players to choose from and a treat indeed for the local fanatics.

same way as the outfield strips and the four-strong quota of officially licensed Adidas boots has been changed (see "That's Bootiful").

But it's on the pitch where *WE7I* really dazzles. While the differences take a while to manifest themselves, you'll certainly appreciate what they add to the experience. The pace issue, for example, has now been rectified – and rightly so. Cast your mind back to *PES3*. You paid over the odds for a nippy centre-forward like Owen, Henry or Ronaldo to skin defenders, yet were left aghast at how lead-legged fogies like Desailly or Craig Short matched them stride for stride. That doesn't happen any more. You can now turn defenders and accelerate away, although your opponents still possess just enough savvy to make things hard for you.

Team intelligence has also been tinkered with and now team mates make more of an effort to lose their markers and get into space, so the break up of play via a series of clumsy ricochets and the needless running into opponents is a much less predictable sight. More animations have been subtly shoved in – most apparent in the new one-step penalty-taking animations for certain players, but also noticeable during fouls, near-misses or headers. You'll be happy that Konami's dodgy refs have also been reprimanded for their lacklustre interpretation of the rules. The advantage rule (or lack of) is now better implemented and thankfully there are less handballs (sure, it was kind of realistic, but giving away a penalty for something over which you had no control was infuriating). The overall loading times are also greatly reduced and – get this – despite boasting new multiple language support. There's none of that "currently changing language" delays when booting up.

REF JAM: The Advantage rule now does what it says – unlike *PES3*.

"PLAYERS MAKE MORE OF AN EFFORT TO LOSE THEIR MARKERS"

Definitely an encouraging leap in all the right areas and there's enough here to suggest that *PES4* is going to be embarrassingly good. For now though, no one could begrudge the developer's countrymen the chance to enjoy the sweetest version of a classic game. Our score reflects the value of the import purchase (at £60 plus), rather than the overall quality which, as we all know, was always going to be exceptional. **Ryan Butt**

■ Winning Eleven 7 International *is import only.*

DAY STRIPPER: Edit the goalie strips to keep the men in the sticks fashionable.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Niggly bits gone, a better total experience. – Why couldn't they have done this last time?	+ Better likenesses, better animation... Just better. – The kits are still all screwed up though...	+ Cauldron effects bubble and build in intensity. – Brackley and Brooking are worse than ever.

LIFESPAN
More a quick-fix than a long player. You're not going to want to play Master League in it – the player names are in Japanese.
MINUTES — YEARS

IT'S BETTER THAN...
PES3

IT'S WORSE THAN...
REAL FOOTBALL

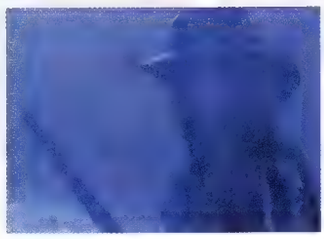
A worthwhile update that's well worth importing, albeit only for those who already know damn well who they are. It bodes very well for *PES4*.

89

"HOME, HOME ON THE RANGE..."

OPEN RANGE

Kevin Costner's back in the West. Yee-haaw!



Kevin Costner likes his traditional Westerns. Don't sit down for Open Range expecting MTV-style lightning-quick edits and the latest in Nu-metal pouring from the speakers.

This is leisurely-paced, solemn and self-assured. But don't write it off as boring: this is a horse opera with some serious teeth. Sure, it takes a while to build to the finale – and there are times (particularly the slow romantic storyline between Costner and Annette Bening's spirited frontier woman) when you wish Kev would just dig in the spurs and move his plot along. It's all part of his plan, though: crafting a tale of roaming cow farmers (Costner, Duvall and Abraham Benrubi) coming up against a corrupt town sheriff (Michael Gambon), who has a problem with "free rangers". Plenty of themes are touched upon, from the rapidly changing attitudes of the Old West to the true nature of honour. And then, when Costner's ex-soldier is finally pushed too far, it all erupts into a hailstorm of bullets as he sorts matters out the only way he knows – violently. And it's not just the bad guys who suffer personal losses. Frenetic and beautifully shot, it's the icing on an already tasty cake.

SWEATING BULLETS

Open Range is one of those movies that's in it for the long haul. And the characters are superb – particularly Costner's sullen war veteran and Duvall's grouchy but noble boss. And while there's a commentary on the DVD, your first stop should be the Making Of. One of the best examples of a documentary on a film for years, it's an hour-long trip through the film's creation, with candid interviews and a look at just what went into making the movie – such as Costner nearly dying...

STARRING
- Kevin Costner
- Robert Duvall
- Annette Bening
- Michael Gambon
- Abraham Benrubi
- Michael Jeter

DIRECTOR
- Kevin Costner

CERTIFICATE
- 12

PRICE
- £17.99

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ An amazing finale with hot lead flying all round. – Slooooowly paced for the first hour.	+ The great cast provide real depth to characters. – The romantic plot can be dull.	+ Superb doc and interesting commentary. – Storyboarding feature is not so useful.

EXTRAS

That documentary makes this disc worth getting even if you're not a huge Western or Costner fan. There's also some decent historical info.

IT'S BETTER THAN...
THE POSTMAN

IT'S WORSE THAN...
UNFORGIVEN

Costner's best flick in a long time is a slow-burning tale of honour and revenge. Western style meets frenzied action finale. Saddle up...

8/7

"ESPIONAGE AND INTRIGUE TO RIVAL BOND"

ALIAS SERIES 2

Superspy Sydney Bristow kicks arse and looks good in leather...

STARRING
- Jennifer Garner
- Michael Vartan
- Ron Rifkin
- Victor Garber
- Lena Olin

DIRECTOR
- Various

CERTIFICATE
- 15

PRICE
- £49.99

RELEASE
- 7 June

Now that Buffy's gone bye bye, just where are you action-adventure types going to get your fill of outrageous plots and serious bodily violence carried out by a sexy female? Answer: Alias.

For those just joining us, this spy series has quietly been becoming one of the best things to travel over from the States. Pitched as a Bond movie with better legs, Alias sees Sydney Bristow (Daredevil's Jennifer Garner) carrying on a double life. Not only must she find time for her studies as a graduate student; she also works as a CIA Agent. Except (in the first series, at least), she's working undercover for a group called SD-6, who masquerade as government agents while pursuing their own agenda. Mind twisting a little? Don't worry – this was made for America, remember... There are helpful reminders of who's who and what's what at the start of every show.

SPIES LIKE US

But what makes Alias work so well is the cast and writing – with Garner as a sexy and winning star, who is somehow able to make the most unlikely plot idea work. And the show's snappy dialogue doesn't hurt. Plus, Sydney's undercover work means plenty of chances for slinky dresses and mad wigs. You'll want to have watched the first series, but that won't be a hardship once you start.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ The action is regularly amazing to watch. – Can be too ridiculous for its own good.	+ There's always great use of special effects. – The plot can be tough to follow at times.	+ Great 'Making Of' documentary. – Commentaries are often quite patchy.

EXTRAS

A superb look at the making of the season finale, from the first moments when the script is delivered, through to the finished episode being filmed. Fascinating stuff.

IT'S BETTER THAN...
MOST BOND MOVIES

IT'S WORSE THAN...
BUFFY AT ITS BEST

One of the best spy series to come out of The States. This is ultra-cool, gadget-laden and very entertaining stuff. Plus, it stars the luscious Jen Garner. Mmm...

80

RUNAWAY JURY

STARRING
- Gene Hackman
- John Cusack

DIRECTOR
- Gary Fleder

CERTIFICATE
- 15

PRICE
- £15.99

RELEASE
- 7 June

Shady big corporations making secret deals behind closed doors? Courtroom shenanigans? Crusading lawyers? That'll be John Grisham territory, then. And all of his trademark ticks are present and correct here. In the aftermath of an office massacre, the victims' families are trying to sue a group of major gun manufacturers. Naturally, the big bosses want to swing the verdict their way, hiring jury "consultant" Rankin Fitch (Gene Hackman) to deliver. But he hasn't counted on Dustin Hoffman's crusading lawyer (told you!) and John Cusack's crafty juror who is manipulating the verdict from within... It's all very glossily shot and well acted, but you can't help finding it dull.

60

RESERVOIR DOGS: SPECIAL EDITION

STARRING
- Harvey Keitel
- Michael Madsen

DIRECTOR
- Quentin Tarantino

CERTIFICATE
- 18

PRICE
- £19.99

RELEASE
- 7 June

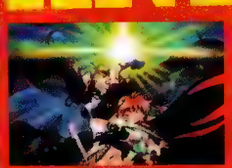
The film that first announced the impending hurricane that was Tarantino hitting Hollywood, Reservoir Dogs still holds up as one of his best. It might not have quite the same level of style as Pulp Fiction, but in making the most of his micro budget to shoot in just a couple of locations, Quentin Tarantino creates a masterpiece. Fracturing the narrative to jump around the plot like a kid on a serious sugar rush, he's not only got an ear for natural, witty dialogue, but also a love of arty violence. But, a word of caution: the film is already out on DVD and while this does boast a Tarantino commentary (something he's not exactly known for), it's hardly reason to buy it again. Still, the movie? Brutal and brilliant.

90

トクセンジョウホウトクセンジョウホウ

ANIMANIA

Films from another space and time



SLAYERS RETURN

Basically, a pair of spell casting ladies roam around ancient Japan causing trouble and helping people in the pursuit of money. This feature-length episode sees the duo face off against an ancient beast awakened by a nasty sorcerer. It's full of humour, there's loads of action and it's an hour and a half of unadulterated fun.

81

PRETEAR: VOLUME 1

Himeno Awayuki wants a normal, happy life. And when her insane father Kaoru marries a wealthy executive, she finds herself living on a huge estate. This bonkers drama features demons, magical knights and all manner of craziness. It's a bit preachy for our tastes, but the artwork is charming.

69

GUNDAM WING: ENDLESS WALTZ

The Earth is finally a peaceful place and the Gundam pilots find themselves looking to rebuild their lives. Suddenly a new faction aspiring to world dominance breaks loose from a colony, kidnaps a government official and it all kicks off again. The animation here is probably the best we've ever seen and the story is truly gripping.

84

ALSO RELEASED

POLICE ACADEMY: 20TH ANNIVERSARY EDITION

■ Released 7 June ■ Cert 15 ■ Price £15.99

Shoddy slapstick 80s comedy that spawned an entire, horribly unfunny franchise. Avoid like the proverbial plague.

20

THE SIMPSONS: GONE WILD

■ Released 7 June ■ Cert PG ■ Price £15.99

A welcome chance to pick up some classic episodes. Included in this set is a particular early favourite involving Homer, a stripper and a spy camera...

50

PAYCHECK!

■ Released OUT NOW! ■ Cert 12 ■ Price £17.99

A lame semi sci-fi effort. Ben Affleck on the run as a tech genius who's seen too much of a secret project. One bike chase aside, this isn't worth the disc it's on.

22

SCARY MOVIE 3

■ Released 14 June ■ Cert 15 ■ Price £19.99

This time, the producers have called in Airplane! genius David Zucker for a stab at improving the third in the series. The result is mildly entertaining, but hardly hilarious.

30

NEW MACHINE! NEW MAG!
PSM2
PlayStation 3
PS3
PlayStation 2
WAC
WORLD ALLY
PSM2

PSM2's 50th

*Join us as we celebrate 50 issues of the world's first PS2 magazine, from the thrilling highs of Grand Theft Auto: Vice City to the nauseating lows of reader death threats and inflatable Dan-a-Gram sex dolls. The potted history of PS2 starts here...**

Nightclubs country-wide were rocking to the Baha Men's mighty "Who let the dogs out". Somewhere in Bath, a group of six tired men breathed a sigh of relief after working for 32 hours non-stop to complete a labour of cracked joypads, strained glances and 50,000+ well-considered words. It was 10.32am Tuesday August 8, 2000. The day the world's first PS2 magazine, PSM2, was born.

Fifty issues, several hundred games and 16 staff members later, we're still here. Whooping like idiots at the new E3 trailer of *MGS3*, boggling at the plans for *GTA: San Andreas* and *still* playing *PES* every single day. Looking back, issue one feels like yesterday – well, so claims Dep Ed Dan D, the only surviving original staff member. How did we get here? What went wrong? Or more particularly, what went *right*? This is what we hope to answer over the next ten – yes, *ten* ludicrously self-indulgent – pages with the 50 moments that shaped PSM2.

It wasn't easy. We grilled former staff members for painful memories, whittled down a list of hundreds of suggestions, and had to cut such memorable moments as former Reviews Ed Joel going clubbing in his PE kit and telling the global boss of *FIFA* that his game was shit, and scoring our first million point combo in *THPS3*. Looking back, we made a *lot* of mistakes like the "win a date with a page three stunna!" compo and giving *Chaos Legion* 86%. But, hand on heart, we can honestly say it was all part of making the most honest, passionate PS2 magazine money can buy. Even on the occasions when we *do* drop the ball, two out of three isn't bad. This is *still* the magazine that's ready to lead the way. And the revolution has barely begun...

** with added swearing and obscure references to Ken Kuturagi...*

50 MOMENTS THAT SHAPED PSM2

In ascending order of importance, here are the 50 moments that defined PSM2; from office squabbles, to page three models to blowing the lid on Metal Gear Solid 3.

47 Jonnie's ruthless alphabetisation of our games library. Using 347 scissor-cut sticky labels.

46 Designer Effie shouting, apropos of nothing, "Put the lotion in the fucking basket".

45 Jonnie treading on Different Strokes star Gary Coleman at E3.

44 Recreating the entire PSM2 team in *Tony Hawk's Underground*.

43 Dan G's 'special' sandwich box solving the three week long office smell crisis.

42 *Tomb Raider: Angel of Darkness* scores 93%. [PSM2#3]

41 MGS3 stars Big Boss – says PSM2 months before anyone else. [PSM2#38]

40 PSM2's 'wee! giant' tea mug – Dr Tony.

39 *Tomb Raider: ACD* is good! [PSM2#34] I'm...

38 2003 – the year it all went wrong. PSM2 puts the world-to-rights in a news investigation lamenting the culture of sequels, licences and shoddy me-too games. *Tony Hawk's Pro Skater 4* was on the cover.

37 Garth Crooks signing autographs at the FIFA 2002 world championships, with the same enthusiasm you might hug a piss-soaked leper. Or Jackie Charlton calling Dan D a 'little girl'.

36 The year in pictures [PSM2#38]. Ever wondered where we got that picture of nails in a lump o' beef that we re-use every third issue? Not any more.

35 The PSM2 pub quiz [PSM2#18], including Joel's 'Men In Big Coats' round.

48 Making up names for Marcus' baby. After laughing off suggestions like Mario, Zelda, Dave and Turok, PSM2's former editor chose *Fenn*. Christ.

49 PR Freebies from Hell

One of the perks of working for PSM2 is the free stuff. Which, sadly, comprises of shit like this...

Red Faction Vodka:
Working on the assumption that all journalists are ruddy-faced alcoholics, our chums at THQ treated us to this low-grade potato rocket fuel which remains surprisingly unopened.

The *Dr Muto* Wobbly Head Figure:
Just one look at those eyes and you know he's planning to kill you.

A.N Other XXXL T-shirts:
Working on the assumption that all journalists are one cheeseburger shy of a coronary explosion, *every* games publisher treats us to T-shirts with: a) shit logos b) a chest measurement the size of a small country. With only a shoelace, Dan D was able to adapt his *Ready 2 Rumble* T-shirt into a *dress*.

50 Guns. Lots of guns.

PR people infamously love arranging projectile-based fun for excitable games journos, and PSM2 got more than its fair share. Memorable near-misses included Dan G almost getting shot by the head of THQ in Texas, Joel letting rip with a Mac-10 and a sniper rifle at a Miami crocodile farm, Marcus nearly getting blinded with an elastic-powered gatling gun late one night and the Dungeon Siege crossbow that was the *perfect* size for shooting marker pens. But the topper had to be Jonnie buying his wife a gat for her 30th birthday. Genius.

34 Joel Edmonds

To illustrate a tenuous Christmas special starring 'Joel's' Christmas Presents – based on the awful Noel Edmond's TV show – we crudely photoshopped a beard on his face. The comedic juxtaposition of teeth/facial rug was too much for Production Editor Duncan to take, who burst out laughing and had to hide in the toilets to calm down. Ten minutes on, we could still hear him tittering through the cubicle door. Noticing the fuss, the *entire* team gathered around his computer and started laughing. Joel went red, then beetroot, then disappeared to the toilets before emerging *very* dewy-eyed. Riddled with guilt, Milf Photoshoped the beard on *every* member of staff to prove that it wasn't just Joel that it looked funny on. Sorted? Nah. It became painfully clear that the beard *was* only funny on Joel and everything went very quiet...

Time line of PSM2

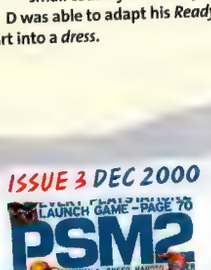
ISSUE 1 OCT 2000

IN THE NEWS: Gratuitous photo of Angelina Jolie. Stupid skateboard peripheral. PS2 UK launch delayed?
CAPTION O' THE MONTH:
"JOLIER THAN THOU"
HIGHEST/LOWEST SCORE:
↑ *Tekken Tag Tournament* – 87%
↓ *Primal Image* – 6%
GOLDEN MOMENTS: "*The Getaway* is tentatively scheduled for a late 2001 debut (so March 2002, then)", says PSM2. Oops... The 46 videogame clichés feature. Dr Zeuss and Cornetto's Technology Laboratory. Happy days...

ISSUE 2 NOV 2000

IN THE NEWS: PSM2 thrash Bits (C4 TV girls) in *Tekken*. EyeToy prototype revealed. Punch Robbie Williams in Knockout Kings.
CAPTION O' THE MONTH:
"FROM THE LADLE TO THE GRAVE" (next to pic of your mum waving a, er, ladle in *ISS* career mode).
HIGHEST/LOWEST SCORE:
↑ *ISS* – 81%
↓ *TV DJ* – 22%
GOLDEN MOMENTS: Illustrating a reader complaints letter with a picture of baby. Tina Armstrong's unite! – bizarre Last Laugh.

ISSUE 3 DEC 2000



IN THE NEWS: Kaz Hirai holds aloft the HDD at E3! America runs out of PS2s. Sony's new TV ads make our brain hurt.
CAPTION O' THE MONTH:
"EVERYBODY HZ"
HIGHEST/LOWEST SCORE:
↑ *SSX* – 94%
↓ *G-Saviour* – 39%
GOLDEN MOMENTS: Andy from *Ephemeral Fantasia* tries to get famous in another abortive Last Laugh. PSM2 breaks *SSX* to world, dishing out our first 90%+ score. Yes, it took three issues.

ISSUE 4 XMAS 2000

IN THE NEWS: PS2 launches in USA, while scamps sell the machine for $1600 on Ebay.
CAPTION O' THE MONTH:
"HERE COMES NISSAN"
HIGHEST/LOWEST SCORE:
↑ *Timesplitters* – 86%
↓ *RC Revenge Pro* – 56%
GOLDEN MOMENTS: We ran a full page picture of Godesi-san (who?), a spotty man holding a PS2. Honestly. Plus *that* PSM2 tips book, with '20 ways to beat your mates at any game'. Oh, and *Tekken*'s King opts for a career change in Last Laugh. Fails.

ISSUE 5 OCT 2000

IN THE NEWS: PS2 launches in UK on November 25th 2000! Sony cut initial allocation to 165, 000. Kevin Phillips pictured holding PSM2, winning our vaguely famous person competition from the (rare) PSM2 mini mag.
CAPTION O' THE MONTH:
"ALLEY MCSQUEAL"
HIGHEST/LOWEST SCORE:
↑ *Dead Or Alive 2* – 83%
↓ *Surfing H30* – 32%
GOLDEN MOMENT: The PSM2 DVD launches, with *that* experimental menu screen. Look, shiny balls were quite fashionable in the '70s...

33 The Jakki Degg competition

We ran a competition (in PSM2#15) to win a date with Page Three stunna Jakki Degg, Our mistake? "Send us something that'll really impress Jackie". Two months on, we'd received three entries – *three*! First there was a hand-scrawled poem from a mentalist. Next a letter from a small boy hoping to fix his recently divorced father up, and thirdly (and we should've seen this coming) a drawing of some bloke's old chap. Worse, we received over thirty complaints from disgruntled female – and male – readers complaining about the debasement of the magazine. For the record; the date never happened, and all letters were filed in PSM2's 'special' archive under 'Erase from history'. It's now totally forgotten about. Huh? What Jakki Degg competiton?

32 PSM2 tells EA how to make games

We were legitimately invited to help with *FIFA* – so no hard feelings there – but EA's blatant rip-off of our *SSX3* ideas beggars belief. We'd originally sent them a list of ideas for *SSX: DVD*, which were laughed off as ridiculous, but two years later *SSX3* comes out featuring *everything* we'd requested – including customisable outfits, more organic environments, snowstorms, board press tricks and one huge 'living' mountain. We've got the proof (PSM2#42), but EA's 'correction' team have politely suggested that we don't take the matter any further.

PLAYSTATION 2 MAGAZINE
PSM2
ACCELERATOR
SSX3 RIPS OFF PSM2: PROOF
PSM2 RECKONS
"EA INITIALLY BURNISHED THE IDEA OF A STORE WHERE YOU CAN BUY HATS"

31

The Dave Doan crunch plate in Last Laugh (PSM2#11)

30

Rufus McGrew – the certainly-not-made-up actual freelancer who by *pure* co-incidence penned a few potentially libellous reviews when the team weren't available to write them. Repeat: not.

29

Playing *Tony Hawk's Pro Skater 3* online –

28

the *MGS2* secret agent challenge (PSM2#09)

27

The infamous PSM2

26

Watching Sony America boss Kaz Hirai hold aloft the PS2's first network game.

25

Smashing the BIG5 girls at *Tekken*. Screened to an audience of five people at 3.30am on Channel 4

24

Jonnie's sweaty face in the morning – he used to run to work and sit in his tracksuit – a two-day year-old pair of Adidas and scabby Ring of Red T-shirt – cooling off until lunchtime. If by 'cooling', you mean 'sweating like a horse'.

23

DVD Editor Adnan's girlfriend phoning him every ten minutes.

22

GTA: San Andreas' Mike and '90s setting revealed (PSM2#41), while all the other mags seriously suggested it was set in the 1970s.

21 Dan D's celebrity ligging gallery!

No excuses, just lots of pictures of PSM2's Deputy Editor cuddling famous people and making the rest of the team feel considerably less guilty about sending his email address to 'special interest' dating sites.

20 Compo scandals

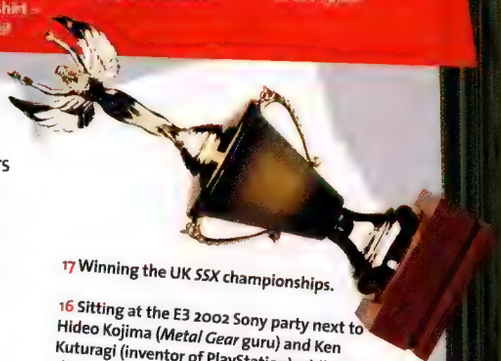
If you picked up the PSM2 mini-mag – given away free with selected Future Publishing games mags in May 2000 – you'll remember we asked you to send in pictures of a famous person holding the mag, with the fatal caveat "or doing something that will really impress us". Result? An 11-year-old boy sends in a picture of himself stark naked, save for a *Frankstein* mask, tied to a bed with a copy of the mag over his soldier. He was narrowly beaten by Saints striker Kevin Phillip's holding the mag just long enough to secure his nephew/son/blackmailer the first prize.

19 Boozing

We'd like to thank alkyhol for such painful moments as: Marcus running around like a five-year-old at Sony's ECTS 2000 party, Joel's impression of Caspar the wimpy ghost during the 2001 christmas party, Dan D dancing madly on his hands and firing imaginary arrows at PRs during Sony's recent five million party. Thanksh.

18 Near death

Bungee jumping into a ravine – on a *PES3* press trip of all places – and being only 95% sure we were attached to the cord. We were also drinking champagne on a glacier with 'Mr *PES*' Seabass.



17 Winning the UK *SSX* championships.

16 Sitting at the E3 2002 Sony party next to Hideo Kojima (*Metal Gear* guru) and Ken Kuturagi (inventor of PlayStation) while they chatted about – in our warped minds – *Metal Gear Online* on PS4.

15 Milf turning up at 9.40am (ten minutes late) *every single day*.

14 Cracking out 'the Best Christmas album in the world... ever' in October (due to the vagaries of publishing lead times, it's currently Easter 1906).

13 A reader threatening to murder Joel.

ISSUE 6 FEB 2001

IN THE NEWS: *MGS2* – We've played it! (Dan D dresses up like Snake)
CAPTION O' THE MONTH:
"INSPECT A GADGET"
HIGHEST/LOWEST SCORE:
↑ *Moto GP* – 80%
↓ *Sky Surfer* – 29%
GOLDEN MOMENTS: *The Bouncer* got 72%... Err. *GTA3* pics... "this could be one of the year's best games" Sheena Easton gets her own beat-em-up in Last La... look, you *know*.

ISSUE 7 MAR 2001

IN THE NEWS: Kaz Hirai holds up HDD at E3! Again! EyeToy kids wave balls at dragons in tech demo.
CAPTION O' THE MONTH:
"THE CROWD SAYS BO! DIRECTOR"
"TAKE CHAT AND PARLAY"
HIGHEST/LOWEST SCORE:
↑ *ZOE + MGS2 demo* – 90%
↓ *ESPN NBA 2Night* – 57%
GOLDEN MOMENT: *The Getaway* feature starts with the words: "The glam-gangster lifestyle as reality – livin' large in a leaky barge" Que? Que?! QUE? Darth Maul Kills You! In, er, tips news. Natch.

ISSUE 8 APR 2001

IN THE NEWS: *Pro Evo Soccer* unveiled: "It really is like watching tiny men run around on your TV". *MGS2* dog tags compo launched. PSM2 reveals 'broadband revolution'.
CAPTION O' THE MONTH:
"RABBIT DE NIRO"
HIGHEST/LOWEST SCORE:
↑ *Quake III Revolution* – 85%
↓ *4X4 Evolution* – 40%
GOLDEN MOMENTS: *SSX: DVD* revealed (the original name for *SSX Tricky*) PSM2 runs *three* pages of YABasic... this week: Pong!

ISSUE 9 MAY 2001

IN THE NEWS: E3 rumour overload – inc. *Jak and Daxter* (then known as Project Y) *Devil May Cry* revealed.
CAPTION O' THE MONTH:
"FOREST WITH A CAR"
"VIVA LAS SEGA'S"
HIGHEST/LOWEST SCORE:
↑ *Wining Eleven 5* – 91%
↓ *Warriors: Might and Magic* – 24%
GOLDEN MOMENTS: Mr T Pities You! is born: "Mr T forms part of a crack commando unit currently on the run from Colonel Decker. His views do not reflect those of PSM2"

ISSUE 10 JUN 2001

IN THE NEWS: *THPS3* becomes first (decent) – if not only – online game. Linux for PS2 revealed with ill-judged 'Annie Linux' headline. *GT3* gets 93%
CAPTION O' THE MONTH:
"SUPER CRED AND SPOTTY"
"DAWN SCENE IN THE MOONLIGHT"
HIGHEST/LOWEST SCORE:
↑ *MTV Music Gen* – 90%
↓ *Gauntlet: Dark Legacy* – 32%
GOLDEN MOMENT: Jonnie wrote "Well paint me yellow and take a ride in my trunk". And no one noticed. At all.

12

The visual shambles that was the first PSM2 DVD. The menu screen looked like an outtake from the Old Grey Whistle Test, rendered on an Atom Hadron.

11

That attempt to make the office a NewsSplitters. After sitting himself in a dark room with detailed schematics of the PSM2 office for three hours, Joel created a level which more closely resembled the Lite Bos Hacienda, but without the furniture. And with more [illegible]

10

Joel arriving at work with a ground on a stick.

09

Being the first mag in the world to play *Metal Gear Solid 2*, after driving like the clapped-arses the M4 to Konami HQ.

08

Pro Evolution Soccer nights over lunch. And Dan D blaming his players like any people. "For fuck's sake, Bertie! [Roberto Carlos] Come on Eddie! [Edgar Davids] Shoot time! [David Jain Nicholas]"

07

Milf and Dan G locking themselves in a room for a month to produce the PSM2 redesign (PSM2#43). Milf emerges looking even more tired than ever. Imagine that.

06

Ex-Production Editor Duncan Bardley massaging your chair and whispering death threats to encourage the creative process. Or asking you finish games then asking for the finished review ten minutes later. Bizarrely, Duncan also seems to have picked up the dodgy pall every single time he played PS1.

5 It's PS3. Honest!

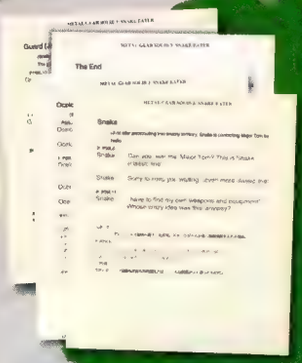
Aghast at clueless PS3 speculation on the internet gaming forums, PSM2 responded by boshing out a mock-up of the machine in the shape of a toaster and pretending Sony sent us the concept sketch by accident (PSM2#34). Despite some *slight* clues in the text – PS3 will cry, be compatible with CELL-chip fridge freezers and feature Darth Vader in the start up sequence – some readers didn't get the joke. In fact, rather a lot of readers wrote in to complain. One European software company even used our pretend PS3 logo during a press conference, causing the internet rumour monkeys to go mental. PS3 REVEALED!!! If any of these folk are reading, we'd just like to point out for a FACT that *MGS3* will be set in space, and PlayStation 5 is made of leather and bracken.

4 Working 36 hours straight on issue one

This speaks for itself. Highlights include Senior Launch Editor Sean Atkins falling asleep on a bean bag, Joel writing 40 pages, Marcus curtly responding with 'yes/no' answers, and last minute arrival Dan D sitting at his desk trying to look busy.

3 World first!

Time to fetch the parpy trumpet. Again. A few games that you could only read about first in PSM2 included: exclusive - yes, genuinely exclusive - reviews of *SSX/GTA:Vice City/Metal Gear Solid 2/Gran Turismo 3* and *Driv3r*. While the news wagon has spilt such red-hot early info parcels as Criterion's *Black* (revealed two years early in PSM2#16)/ Sony's *Killzone* (PSM2#27)/*Driver 3* first look (PSM2#32)/ First *Killzone* shots (PSM2#37)/First *GTA: San Andreas* details (PSM2#41). We could go on. Seriously. But – as a reader of PSM2 – you just *know it*. That's it.



2 MGS3 scripts revealed!

Tucked away in our *MGS3* expose (in PSM2#49) – for fear of ruining the game of the year – were *genuine* scripts from Kojima's masterpiece. We were the only place in the world you could read them, and the (mostly) stupid internet hacks – in their infinite arrogance – didn't even know they were there. How did we get them? A tip off, a few credit card transactions and a well-placed phone call. Check last issue if you want to spoil the hottest PS2 game of E3. Unless, er, you were the feller wot nicked it (see page 19).

1 Grand Theft Auto: Vice City

From scooping the world with the first screenshots/details in PSM2#27 (Joel got flown out to Miami to shoot guns and grab the truth), to nailing the first review in PSM2#29 (PSM2's highest scoring game ever at 97%) to *that* day when it arrived in the office and we hopped on the motorbike to the strains of Billie Jean. And not forgetting our Miami Advice campaign (PSM2#26) which got your ideas in the game in the first place. A legendary game, and clearly the defining moment in PSM2's history. And, no, Joel, we're not going to plug your children's book (They Think It's All Uber) available to pre-order at Amazon.co.uk.

ISSUE 11 JUL 2001

IN THE NEWS: E3 goes mental for *MGS2*. Kaz Hirai holds the network adapter. Pro Dojo begins.
CAPTION O'THE MONTH:
"MIC BALDWIN"
HIGHEST/LOWEST SCORE:
↑ *Red Faction 2* – 88% (err...)
↓ *Army Men: Green Rogue* – 18%
GOLDEN MOMENTS: The photo shoot in a gentleman's club with Chris Day stroking a toy seal. Mr T "I don't care how many orphans are being sold to make slippers, I ain't getting on no plane..." The legendary Dave Doak Brunch plate in Last Laugh.

ISSUE 12 AUG 2001

IN THE NEWS: PS2 drops to £269. F1 Problem Solver! PSM2 gets results.
CAPTION O'THE MONTH:
"JELLY HALLWAY SMELL"
"DIGIT BARDOT"
HIGHEST/LOWEST SCORE:
↑ *Escape Monkey Island* – 82%
↓ *Int. League Soccer* – 07%
GOLDEN MOMENTS: Kaz Hirai lives in a tin. The Butler San! Visual gag. Last Laugh – The Third Place (our least funny laugh ever). Imagine that.

ISSUE 13 SEP 2001

IN THE NEWS: *Stuntman* looks... OK. Ish. Kaz Yamauchi visits UK to celebrate launch of *GT3*. Kaz Hirai holds the... etc, more online madness from Sony.
CAPTION O'THE MONTH:
"KNOW-ALL EDMONDSON"
HIGHEST/LOWEST SCORE:
↑ *Resi Evil Code: Veronica* – 80%
↓ *Tokyo Extreme Racer* – 38%
GOLDEN MOMENTS: Pro Dojo beefs up. Shit prize alert: Win! A Ring of Red T-shirt and *Red Faction* key fob. Snake crank calls in... Last Laugh.

ISSUE 14 OCT 2001

IN THE NEWS: FREE! DVD carry case thing, plus pictures of the lovely Bits lady Emily Newton Dunn! Fwar!
CAPTION O'THE MONTH:
"REZ FERDINAND"
HIGHEST/LOWEST SCORE:
↑ *Final Fantasy X* – 90%
↓ *Thunderhawk: Phoenix* – 80%
GOLDEN MOMENT(S): Double exclusive – *Burnout + THPS3*! PSM2 drops to £3.49. Briefly. Dan D covers 16 pages of board-related games in one issue. Dies. A plea from the meerkats, in... you know where.

ISSUE 15 NOV 2001

IN THE NEWS: 9/11 tragedy threatens release of *MGS2*. Sort of. PSM2 celebrates English whuppin' of German ass, with 5-1 PES replay. ECTS as good as shit.
CAPTION O'THE MONTH:
"DRIVING MIST-CRAZY"
HIGHEST/LOWEST SCORE:
↑ *Devil May Cry* – 90%
↓ *Paris-Dakar Rally* – 60%
GOLDEN MOMENT(S): Win a date with Jakki Degg compo upsets readers, attracts three entries (Milf takes six hours to choose the picture). Mr T gets bitter.

THIS IS FOOTBALL. ONLINE.
Take 'em all on. You and three mates can team up online and give your rivals a footballing lesson. Whether it's two-footed challenges on the lads who beat you at sunday league, or a textbook set piece against a bunch of smug foreigners, this is real football in the real world. Studs'll fly.
fun, anyone?
PlayStation.2
PlayStation 2
PlayStation.Net
3+

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LAUGHING AT (NOT WITH) JONNIE

If ever a man defined PSM2's integrity, passion for games and unswerving dedication to the cause, it'd be... well, *Dan D*... but at least PSM2's previous Deputy Editor Jonnie Bryant liked games involving robots and bearded gnomes with magic flutes that nobody else understood, leaving the rest of the team free to play *Pro Evo*. What's that Jonnie? You *want* to review *Bionicle*. Christ.

In honour of the 32 year-old-father-of-two who once spent 60 hours playing *Final Fantasy X* in Japanese, we present a series of Jonnie's greatest moments in PSM2. <sniff>. We love that robot-hugging mentalist. Honestly, we do.

1 JONNIE'S FIVE
(PSM2#17–PSM2#22)

Possibly PSM2's most confusing and least liked column *ever*, and based on the frankly incredible premise that: a) Jonnie liked robots b) The column featured five games and c) The fairly shit mid '80s movie Short Circuit starred a robot called – looking back, this only gets worse – Jonnie Five. The rest wrote itself. Well, until the third month when we ran out of gags. Highlights included Jonnie questioning the nature of consciousness, meeting Steve Guttenberg and falling in love with a shopping trolley. This lasted six issues. No typo.

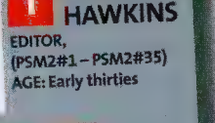
2 HERB WATCH... WITH JONNIE BRYANT
(PSM2#31)

Reeling from hurtful accusations of 'childishness', and cowed by mumbled death threats, the team responded with due compassion: by photoshopping Jonnie's face onto an elf and replacing his nose with a carrot. "GOOD MORROW!", it began, "I am ye olde PSM2's pointy-eared Jonnie Bryant...". The rest, as they say, is a blur of blood, tears and well-meaning, but ultimately false, promises.

3 THE 'INSERT BRYANT PUN' TIP SERIES
(PSM2#31)

This went on for months. But it felt like *years*. After the 'death' of Mr T as the stern but fair face of PSM2's tips section – and following a brief flirtation with Christopher Walken – we ran out of ideas *completely* and dedicated our energies to laughing at Jonnie. Again. The result was seven odd months of Jonnie crudely pasted into implausible situations involving puns on his second name. e.g. One 'Bryant' Leap for Mankind, illustrated with Jonnie's detached head floating in a space helmet. As an indication of the generally high level of quality, this was a series highlight.

Jonnie Three Eyes



1 MARCUS HAWKINS
EDITOR, (PSM2#1 – PSM2#35)
AGE: Early thirties

WHAT ARE YOU DOING NOW?
I put together each joy-rammed issue of NGC, the world's finest Nintendo mag.
FAVE MEMORY(S)?
Dan and Joel's incredible tolerance to booze. Reader feedback (remember that 13-year-old's abuse-riddled attack on us for something we said about *GT3*? What a f&*£ing ©#fh¥!). Jonnie wiping his sweaty face first thing in the morning. The feeling of being at the cutting edge.
WORST MEMORY(S)?
The mysterious 'Log' assault on the gents' lav next to our office (which we 'shared' with the Official PS2 Magazine). *Hmmm.*

2 DUNCAN BAIZLEY
PRODUCTION EDITOR (PSM2#1–PSM2#21)
Age: 32

WHAT ARE YOU DOING NOW?
Twitching. Managing Editor of Loaded.
FAVE MEMORY(S)?
It's all a bit of a blur, really. I didn't kill anyone, so it must have been alright. Specifically, working for 36 hours solid to get the first issue out. Kicking *Rez* squarely in the chops, just for being so sodding smug and Edge still banging on about it. Having a tea tray called 'Dr Tray'. Bunch of bloody good blokes, an' all, probably the best writers in the business. Which helps.
WORST MEMORY(S)?
I will never, ever forgive Marcus Hawkins for making me review *Casper: Spirit Dimensions*. Never.

3 JOEL SNAPE
REVIEWS EDITOR, (PSM2#1 – PSM2#34)
Age: 25

WHAT ARE YOU DOING NOW?
Pitching more children's books – with characters who are *in no way* based on any of the PSM2 team, I'd like to add...
FAVE MEMORY(S)?
It'd have to be the time our publisher bet me twenty quid I wouldn't be able to get gold on *SSX*'s Pipedream before six o'clock with about two minutes to go. I did it on my next attempt. Cue the baby lager.
WORST MEMORY(S)?
At the end of a 32-hour shift, I had to write twenty captions of almost-identical grabs of Oddworld, *a game that didn't even come out on PS2*. I was ready to kill.

ISSUE 16 DEC 2001

IN THE NEWS: PS2 hits £199 (Fri 28th Sep). *SSX Tricky* (World Exclusive) 95%. Criterion's FPS (later known as *Black*) and *Burnout* online plans are revealed.
CAPTION O' THE MONTH:
"COMBO, YAH! MY LORD"
HIGHEST/LOWEST SCORE:
↑ *PES* – 95%
↓ *DNA Dark Native Apostle* – 37%
GOLDEN MOMENTS: Mag leaps up to 148 pages – biggest issue ever. *SSX Tricky* rips off PSM2 – we have (limited) proof. Mr T bows out. Anne Robinson vs Chris Tarrant feature.

ISSUE 17 XMAS 2001

IN THE NEWS: *MGS2* exclusive review – 96%. We reveal Wolverine in *THPS3*. Sony unveil Platinum range.
CAPTION O' THE MONTH:
"SCREEN IF YOU WANT TO GO FASTER"
HIGHEST/LOWEST SCORE:
↑ *THPS3* – 96%
↑ *ICO* – 85%
↓ *NY Race* – 40%
GOLDEN MOMENTS: Jonnie's Five! 50 things you must know about your PS2. *DMC* head blender advert. PSM2's chrimbo special with 'Joel' Edmonds. Mr T returns for one last job. PSM2 manger in Last Laugh.

ISSUE 18 JAN 2002

IN THE NEWS: PSM2 win EA's official *SSX Tricky* compo, and a glass trophy 'thing' which snapped in two days. Thanks a lot.
CAPTION O' THE MONTH:
No funny captions this month...
HIGHEST/LOWEST SCORE:
↑ *Jak and Daxter* – 85%
↓ *SP's Pro Snowboarder* – 35%
GOLDEN MOMENTS: 50 reasons why *MGS2* rules. The PSM2 pub quiz (with Joel's 'men in big coats' round). Otaku Speak! The year in pictures – with the infamous nails in a lump 'o beef snap. Swear Helmet.

ISSUE 19 FEB 2002

IN THE NEWS: Sony announce 1.7 million PS2 owners in the UK.
CAPTION O' THE MONTH:
"FLAME GRILLED COPPER"
HIGHEST/LOWEST SCORE:
↑ *Max Payne* – 82%
↓ *Music Maker* – 23%
GOLDEN MOMENTS: *Final Fantasy XI* previewed – almost two years before its eventual US release. The UK is still waiting. Shit games exposed – in Bog Read. The PSM2 board game lets YOU work for the world's best PS2 mag. Sort of.

ISSUE 20 MAR 2002

IN THE NEWS: *Grand Theft Auto 3* mania takes hold – the game reclaims number one spot after a Xmas sales blip. Word o' mouth, see? *Driv3r* rumours start...
CAPTION O' THE MONTH:
"SWEEPS WITH THE FISHES"
HIGHEST/LOWEST SCORE:
↑ *Virtua Fighter 4* – 87%
↓ *Iron Aces 2* – 17%
GOLDEN MOMENTS: 35 videogame clichés. Otaku Speak – with Tokemeki Memorial. How Solid are you?

THE 'BEST' OF LAST LAUGH

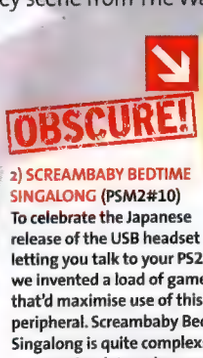
There's nothing better than being told to be 'funny' at 10.21pm after working a 60-hour week. *Nothing*. So here's a collection of 'Last Laughs' that managed to raise a smile, even when the team were only two sips of Red Bull and a loose word away from recreating a key scene from The Warriors.

REAL!

1) PAUL PHOENIX (PSM2#1)
The brainchild of PSM2 chum Danny Wallace, of BBC TV's 'I'm Dave Gorman' and, more recently, Richard and Judy fame. The idea was to get *Tekken* fave – and rumoured left handed batsman – Paul Phoenix a date via the magic of internet dating. For the record, we failed miserably, but a number of 'professional' eastern European ladies expressed an interest.

OBSCURE!

2) SCREAMBABY BEDTIME SINGALONG (PSM2#10)
To celebrate the Japanese release of the USB headset letting you talk to your PS2 we invented a load of games that'd maximise use of this peripheral. Screambaby Bedtime Singalong is quite complex: a nursery simulator where you look after a baby who responds to your cooing and joypad commands with cute gurgling and tinkling by day, but during the night screams like a chubby pink banshee. The idea was to placate it using bemani-style nursery rhymes. Three years on, we're still waiting for the call from EA.



SCARY!

3) DAN-A-GRAM (PSM2#27)
The PSM2 team's jealousy towards Dan D reached apocalyptic levels after the welsh scamp managed to rig three – yes, three – all-expenses paid, five star press trips to France, the USA and Canada within a four week spell, conveniently missing two deadlines and only stopping past the office to boast about how Ryan Giggs was such a 'lovely man', while flashing polaroid snaps of glamour girls in compromising poses. Result? Milf digs up the least flattering mugshot of Dan D *ever*, runs it full page like a cut-out-mask, and lets Joel decorate the page with thinly veiled words of hate. Boy, was that a frosty month in the PSM2 office.

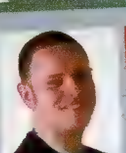
Best Selling Issue: GT Concept (PSM2#19)
89,500 Number Of Words Written Since Issue One: 2,000,000

4 EFRAIN HERNANDEZ
DEPUTY ART EDITOR, (PSM2#1-PSM2#15))
AGE: 39

WHAT ARE YOU DOING NOW?
Working as a freelance designer for different titles (NGC, Digital photography Techniques, PlayStation Max and designing web sites). Swearing.
FAVE MEMORY(S)?
Working on the first ever dedicated PS2 magazine in Europe – exciting times. Then there was the time I had to beat the chap from Konami at *PES* for the mag so we were able to get the first code.
WORST MEMORY(S)?
Getting the first code of *MGS2* and not being able to play it myself. Also losing too many times at *KO Kings* against Joel.

5 CHRISTIAN DAY
ART EDITOR, (PSM2#1–PSM2#14)
Age: 30

WHAT ARE YOU DOING NOW?
Senior Art Editor, InDesign Migration Team (Don't ask!)
BEST MEMORY(S)?
Joel being haunted by wrestling cards for about three months. To quote the breakdancing ninja, it was 'Brilliant'!
WORST MEMORY(S)?
Issue 1 – two 98 hour weeks back to back, including a 32 hour day! Jeez, those were the days! Drinking six cans of Red Bull a day and 'mysteriously' developing insomnia. <Ed's Note: Chris used to drink raw egg milkshakes at 9am every day to make him strong like bears>



6 JONNIE BRYANT
NEWS EDITOR (PSM2#02–43)
DEPUTY EDITOR (PSM2#43...) Age: 34

WHAT ARE YOU DOING NOW?
Deputy PR Manager Take 2 Europe
FAVE MEMORY(S)?
Drinking industrial sized long Island Ice Teas in specimen bottles after an arduous E3 where we managed to interview what appeared to be the whole of the Japanese development community. Either that or the One Bryant Leap pun in tips.
If only... <sigh>
WORST MEMORY(S)?
Getting back to Blighty and realising the footage was worth shit because the front end of the disc looked like arsecakes.

THE PSM2 QUOTE GAME!

The following words are from some of our fave reviews, or just phrases that made us laugh out loud. Can you guess which games we're referring to? Answers below...

1) "After your first epic battle with a killer turtle, you can't help wonder whether you've prodded him to death or if he faded away in shame"
Eternal Ring

2) "Up. Down. Left. Right. Fire. Are all intergalactic struggles this easy?"
Slipheed

3) "Football isn't just coming home, it's living in a little black box underneath your TV"
PES

4) "Imagine trying to insert a half-opened can of tuna fish in one major orifice while playing blow football with the other, and you'll come pretty close to the experience that is..."
Surfing H3O

ISSUE 21 APR 2002

IN THE NEWS: March 1st 2002 – PS2 unleash platinum games. Feb 13th sees Jap broadband plans revealed.
CAPTION O' THE MONTH:
"KEEP BRITNEY TIDY"
HIGHEST/LOWEST SCORE:
↑ *Knockout Kings 2002* – 83%
↓ *Atlantis 3: The New World* – 19%
GOLDEN MOMENTS: *Stuntman* makes us want to kill. SPEARS ON TAP – with huge gratuitous photo of Britney. The 'popular' Christopher Walken tips series begins. Week one: Walken with... Beasts!

ISSUE 22 MAY 2002

IN THE NEWS: *Tomb Raider: AOD* revealed – PSM2 is sceptical. *PES2* revealed! Online goes tits up!
CAPTIONS O' THE MONTH:
"KEEP BRITAIN SPIDEY"
"ANOTHER FINE MISS"
HIGHEST/LOWEST SCORE:
↑ *Tekken 4* – 90%
↓ *Top Angler* – 22%
GOLDEN MOMENTS: Jonnie Five bows out disgracefully. The PSM2 Awards! (*GTA3* mops up). Walken on... the moon! Test... *Maximo*.

ISSUE 23 JUN 2001

IN THE NEWS: *Enter The Matrix* revealed. PSM2 scoops *THPS4*.
CAPTION O' THE MONTH:
"GENIE IN A BATTLE"
HIGHEST/LOWEST SCORE:
↑ *Final Fantasy X* – 91%
↓ *Jet Ion GP* – 07% (worst ever!)
GOLDEN MOMENTS: PSM2 meets Square – developers of *Final Fantasy 10* – and talks *PS3*. Miami Advice *GTA: Vice City* campaign kicks off. <unnamed freelancer> draws worst image of *Daredevil* ever. These boots are made... for Walken!

ISSUE 24 JUL 2002

IN THE NEWS: E3 blowout. Phil Harrison says, "One year from now I won't be working in the videogames industry... I'll be working in the computer entertainment industry". Kaz says, "The console war is over..."
CAPTION O' THE MONTH:
"FILTHY PRO TEST"
HIGHEST/LOWEST SCORE:
↑ *Winning Eleven 6* – 93%
↓ *David Beckham's Soccer* – 24%
GOLDEN MOMENTS: PSM2's Info-Flux Lounge. Walken... in the Air! Test... Mike Tyson. Jango Chutney.

ISSUE 25 AUG 2002

IN THE NEWS: E3 Uncut – Dan G meets Mr T. Dan D meets Tony Hawk. E3 a bit 'flat'. *BMX XXX* strikes new lows for gaming cynicism.
CAPTION O' THE MONTH:
"MECHS, SPIES AND HIDEO TAPE"
HIGHEST/LOWEST SCORE:
↑ *GT Concept Geneva* – 79%
↓ *Akira Psycho Ball* – 47%
GOLDEN MOMENTS: PSM2's specially commissioned '*Splitters 2* render-monkeys with... whisper it... sex-doll mouths. The Broadband Turkey. Dead Man... Walken!

IMAGES FROM THE LENS OF SATAN

Who can forget these memorable images from PSM2? No, literally, who can forget them? It's skeletons-in-the-closet shit like this that keeps us locked in the house with a PS2...

SONY FANJITA (PSM2#40)

DAREDEVIL! (PSM2#23)

JOEL HAS HAIR (PSM2#08)

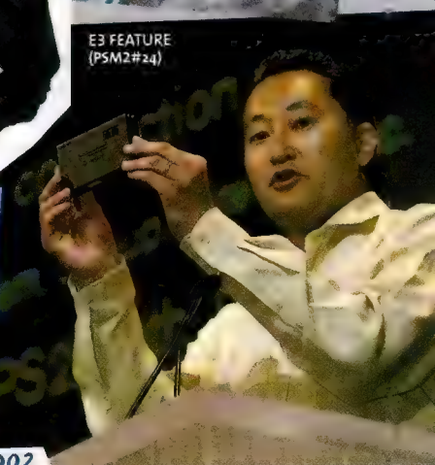
REVEREND HAWKINS (PSM2#30)

JOEL 'DOES' FEAR (PSM2#10)

SCARY GENTLEMEN'S CLUB PHOTO (PSM2#10)

GTA: VC CARTOON (PSM2#26)

LETTERS PAGE BABY (PSM2#



E3 FEATURE (PSM2#24)

9 ADRIAN LAWTON

DVD EDITOR (PSM2#15–PSM2#43)
Age: 31 (what's that in droid years?)

WHAT ARE YOU DOING NOW?
Freelancer extraordinaire (available for weddings, funerals and bahmitzvas)

FAVE MEMORY(S)?
Getting an angry letter from the Press Complaints Comission after a moaning old twat reported us to her MP for 'corrupting the yoof' by putting the words 'murder, sex, violence' on the cover of the *GTA: Vice City* issue.

WORST MEMORY(S)?
Having to answer to customer careline and replacing every faulty DVD personally... That and Jonnie leaving.

7 DANIEL DAWKINS

NEWS EDITOR (PSM2#2–43), DEPUTY EDITOR (PSM2#43...)
Age: 29

WHAT ARE DOING NOW?
Cursing Dan G for buggering off to America leaving me in charge.

FAVE MEMORY(S)?
I'd be lying if I didn't mention cuddling Jennifer Love Hewitt, meeting heroes like Tony Hawk and Mike Skinner from The Streets. Ooh, and drinking champagne with Seabass (*PES* man) on a glacier. Or riding in a helicopter over Paris...

WORST MEMORY(S)?
Joel, Jonnie, Marcus, Duncan and all my other good pals leaving the magazine <sniff> making me <sob> *the only survivor.*

8 MILFORD COPPOCK

ART EDITOR (PSM2#15...)
Age: 29

WHAT ARE YOU DOING NOW? Designing the Mother Of All Bags to house issue 50.

FAVE MEMORY(S)?
My fake death threat to Joel from a rather obssessive reader. I couldn't help but take advantage of the situation (he had a phone stalker) by creating a threatening robotic email soundfile to push him right over the edge. I watched the colour draining from Joel's already pale face as he played it and started to phone the police.

WORST MEMORY(S)?
The incredible amount of relationship ruining hours we put in every month to make the best PS2 mag possible.

ISSUE 26 SEP 2002

IN THE NEWS: PSM2 scoops the world to *FIFA 2003*.
CAPTION O' THE MONTH:
"SVEN WILL I BE FAMOUS"
"GORAN GORAN GONE"
HIGHEST/LOWEST SCORE:
↑ *Ejay Clubworld* – 84%
↓ *Sven Goran Eriksson's World Cup Challenge* – 08%
GOLDEN MOMENTS: *GTA: Vice City* illustration special. Milf is the gun-toting bar owner. Dan D looks a bit well, like a lady. Communication Failure (or how to insult the Germans online with Dan G). And Walken... Back to Happiness!

ISSUE 27 OCT 2002

IN THE NEWS: *GTA Vice City* World Exclusive first look! *PES2* exclusive! *Killzone* rumour mill begins...
CAPTION O' THE MONTH:
"URINE FOR IT NOW"
"QUEER AS YOLK"
"WEST BROMWICH ALBUMEN"
HIGHEST/LOWEST SCORE:
↑ *The Thing* – 83%
↓ *Eggomania* – 40%
GOLDEN MOMENTS: Being the first magazine with Vice City info. The scandalous Whitehouse-baiting *BMX XXX* preview. Free Dan-a-Gram – a strap-on Dan D's facemask.

ISSUE 28 NOV 2002

IN THE NEWS: Sony host first PS Experience – full report. *The Getaway* – the public tell us what they think.
CAPTION O' THE MONTH:
"TILE GRID YOU STAIRWELL"
"EXTINGUISHED GENTLEMEN"
"CORPSE FOR CONCERN"
"CRASH FOR QUESTIONS"
HIGHEST/LOWEST SCORE:
↑ *Timesplitters 2* – 95%
↓ *Crashed* – 31%
GOLDEN MOMENTS: *GTA: VC* Monthly Countdown – new shots. Finally! Jolly Green Bryant. GTA: Bournemouth pisstake.

ISSUE 29 DEC 2002

IN THE NEWS: *Vice City* takes over the world.
CAPTION O' THE MONTH:
"PLAYING HARD TARGET"
HIGHEST/LOWEST SCORE:
↑ *GTA: Vice City* – 97%
↓ *RC Sports Copter Challenge* – 36%
GOLDEN MOMENTS: Joel's Career Advice Cabin. Jolly Green Bryant – again. PSM2 cult fave *Haven* scores 81%. Dan D makes himself in *PES2* and then weeps. PSM2 is selectively quoted by evil publishers – it's not GT on bikes OK?...

ISSUE 30 XMAS 2002

IN THE NEWS: World Exclusive *Matrix* revelation! Lara release date slips. PSM2 gets worried and stirs trouble.
CAPTION OF THE MONTH:
"GOTTA TO BE TARTAN SOMETHING"
HIGHEST/LOWEST SCORE:
↑ *THPS4* – 94%
↓ *Knight Rider* – 27%
GOLDEN MOMENTS:
PS2 online timeline. Test... Ollie the Magic Bum. One Bryant Leap for Mankind. PSM2's Xmas parish newsletter (with Marcus as a vicar). Mother's Been Goosed.

STOP IT!
PlayStation.2
Name of Holder
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fun, anyone?
PlayStation 2

Remember
IT ALWAYS STARTS OFF FRIENDLY!
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Up to four of your 'friends' can play against each other as any one of 16 top WTA and ATP tour players. So be aware, it can get just a little competitive.
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PlayStation.2
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namco

PSM2 "MY PATH TO GLORY IS STREWN WITH BROKEN BODIES... AND YOURS IS NEXT!"

PRO DOJO LEGENDS

We couldn't celebrate 50 issues without thanking the dedicated souls whose unparalleled gaming skills made six pages of numbers worth reading. Well, sort of.

Austin O'Toole
Biggest Achievement: 1,524,357 (*SSX3*, R&B)

This lad ain't no *tool*, especially when it comes to points n' times. He never quite made it to the top, but by golly gosh did he impress us with his silky smooth runs.

Amanda Offord
Biggest Achievement: 2'22 (*SSX3*, Snow Jam)

The first (and only) lady of the pro dojo shamed countless males in her illustrious career, liberally kicking arse (and times) on the *SSX3* table.

Steve Moran
Biggest Achievement: 0'41"600 (*Burnout 2*, Crystal Summit Peak)

Moran was a mystical entity, floating in and out of the Dojo whenever he felt like it, like a kind of *mist*. He *was* the undisputed *Burnout* master.

James Walker
Biggest Achievement: 1,38"979 (*Burnout 2*, Heartbreak Hills)

The boy Walker was on our leaderboard so long, he started to take root. We tried everything – bleach, sandpaper and fire, but nothing would shift the bugger.

Paul Fitzpatrick
Biggest Achievement: 2'13 (*SSX3*, Metro City)

Every issue, Fitzy's face peered out from the Dojo leaderboard like a confused fox, and every issue he topped the charts of *every game in the world ever.*

WE ALSO THANK...

Gavin Bayliss
Lee Walker
Rik Ibbotson
Adam Povey
Nick Rylat
Shaun Hewer
David Peacock
Liam Porter
"Sally" the Dog
Alexander Dastaeib
Khalid Al-Jaff
Evan Harvey
Tony Palladino
Damien Curran
Daniel Buck
Alex Sandison
Danny Crossley
Josef Holden
Mike Hunt...

*Apologies to those we haven't mentioned - it's not that we don't care; we just couldn't fit you in. Don't take it personally.

10 DANIEL GRIFFITHS
DVD EDITOR (PSM2#20–PSM2#35), EDITOR (PSM2#36...)
Age: Aw go on then: 34.

WHAT ARE YOU DOING NOW?
You mean *right now*? Typing... obviously.
FAVE MEMORY(S)?
Sean Atkins goading Joel by hiding wrestling trading cards on his desk, in his sandwiches, etc. One time Joel was away on a trip and, upon returning to the hotel, the receptionist stopped him with 'an urgent fax'. Sean had faxed him a picture of Scottie Too Hottie. Genius.
WORST MEMORY(S)?
Jonnie putting his shorts on on the first sunny day of the year (a freak scorcher in April) and then refusing to take them off until we were knee deep in snow.

11 ESTHER WOODMAN
PRODUCTION EDITOR (PSM2#23–PSM2#39)
Age: 30

WHAT ARE YOU DOING NOW?
Production Editor for Digital Home magazine.
FAVE MEMORY(S)?
The day after the Christmas party when Marcus puked. The PR present of big tubs of Chuppa Chups. Singing to Justin Timberlake. Seeing the entire team behave like very small children when any game came in that involved football.
WORST MEMORY(S)?
Having to sub features that were 30 pages long with far too many repetitions of the words 'smorgasbord' and 'literally'. Oh, and bloody puns in the bloody captions.

12 DANIEL VINCENT
DEPUTY ART EDITOR (PSM2#28...)
Age: 25

WHAT ARE YOU DOING NOW?
Waiting for text from the writers and doing lovely DVD captions.
FAVE MEMORY(S)?
Beating Nathan for the first time ever at *PES* by 3-2. Photoshoping Jonnie's face onto different characters and everyone laughing at his expense. Working on our fantastic redesign (PSM2#44). Seeing the writer's faces when they have to play games like *Fightbox*.
WORST MEMORY(S)?
Losing at least 50 games of *PES* to Nathan since joining PSM2.

DO YOU WORK FOR PSM2?

Don't worry – just rearrange the words from PSM2's patented phrase-o-meter and – bingo! – you'll be the toast of the gaming town. Wherever that is.

e.g. BOSHKINS! *Grand Theft Auto: San Andreas*, EH? It's the SHIZNIT. Watch for a SMORGASBOARD of new features, including – GAH! – the ability to munch burgers, but, CRUCIALLY, you'll have to watch your weight to avoid looking like a DUMBASS. 'AVE IT! IT'S THE BEST GAME EVER!

BOSHKINS!' SMORGASBOARD! CRUCIALLY SHIT! 'AVE IT! DUMBASS! GAH! INNIT, EH? SHIZNIT! IT'S THE BEST GAME EVER!

ISSUE 31 JAN 2003

IN THE NEWS: PS2 controversy special... *GTA:VC* stirs up trouble, hailed as 'art' by Time Magazine. The London *Getaway* premiere receives 'polite' response.
CAPTION O' THE MONTH:
"WARREN BT"
"SLIPPERY WHEN FETT"
HIGHEST/LOWEST SCORE:
↑ *The Getaway* – 78%
↓ *The Powerpuff Girls* – 29%
GOLDEN MOMENTS: PSM2's Celebrity Big Brother. Herb Watch and Jonnie Three Eyes. It's War! Bryant's Haystacks.

ISSUE 32 FEB 2003

IN THE NEWS: *Driver 3* (before it was *Driv3r*) revealed. *Tomb Raider: AOD* spectacular... (including sketches of the planned second game the world will *never* see).
CAPTION O' THE MONTH:
"ABSEIL OF THE CENTURY"
HIGHEST/LOWEST SCORE:
↑ *MK: Deadly Alliance* – 85%
↓ *Simpsons Skateboarding* – 09%
GOLDEN MOMENTS: 2002 review of the year. PSM2's pub quiz returns! Big Friendly Bryant. PSM2's surround sound bible with Charlton Heston.

ISSUE 33 MAR 2003

IN THE NEWS: 2003 – the year it all went horribly wrong.
CAPTION O' THE MONTH:
"CHEF, DUMB AND BLIND"
HIGHEST/LOWEST SCORE:
↑ *Primal* – 79%
↓ *Evolution Snowboarding* – 43%
GOLDEN MOMENTS: We love Capcom. *DMC2* gets 72% shock. Standing on the shoulders of Bryant. Ultra-complex *MK* tips grid blows minds. Dance Dance Peaceful Resolution in Last Laugh.

ISSUE 34 APR 2003

IN THE NEWS: Rumble in the Jumble (Jonnie judges games based on just their name alone).
CAPTION O' THE MONTH:
"FEINT AND GREAVSIE"
HIGHEST/LOWEST SCORE:
↑ *Splinter Cell* – 91%
↓ *Ben Hur Blood of Braves* – 42%
GOLDEN MOMENTS: PSM2 claims *Tomb Raider: AOD* is good! PS3... honest! James and the Bryant Peach. We reveal our bathing beauty! Lara dot the dot causes reader outcry.

ISSUE 35 MAY 2003

IN THE NEWS: *Futurama* 'actually funny' shock. E3 blowout. *Onimusha 3* revealed. Dan D weeps tears of joy.
CAPTION O' THE MONTH:
"LIP TRICK ON YOUR COLLAR"
HIGHEST/LOWEST SCORE:
↑ *Virtua Fighter 4 Evo* – 87%
↓ *Whirl Tour* – 34%
GOLDEN MOMENTS: *Medal Of Honor* – our shittest cover ever. Online. Again. This time Kaz has a moustache. The dancing stage weight loss egg. Dan G gives *Chaos Legion* 86% <But it's great! – Dan G>

PSM2 top 50 games

50. Tiger Woods 2004
49. Puyo Pop Fever
48. Rocky
47. Lord Of The Rings: Return Of The King
46. WWE: Here Comes The Pain
45. Music 3000
44. NBA Street Vol. 2
43. Maximo
42. Fatal Frame 2
41. Dancing Stage Megamix
40. Freedom Fighters
39. LMA Manager 2004
38. FIFA 2004
37. Virtua Fighter 4: Evolution
36. Need For Speed: Underground
35. Half-Life
34. Madden NFL 2004
33. World Rally Championship 3
32. Fight Night 2004
31. XIII
30. Conflict: Desert Storm
29. Virtua Tennis 2
28. Amplitude
27. Kingdom Hearts
26. Silent Hill 2
25. Dark Chronicle
24. Prince of Persia
23. Hyper Street Fighter 2
22. SOCOM 2
21. Tekken 4
20. Eyetoy: Play
19. Onimusha 3
18. Ratchet And Clank 2
17. Hitman: Contracts
16. Splinter Cell
15. Jak 2: Renegade
14. Final Fantasy X
13. Manhunt
12. Colin McRae Rally 4
11. Devil May Cry
10. Ico
09. Burnout 2
08. Soul Calibur 2
07. Gran Turismo 3
06. Tony Hawk's Pro Skater 3
05. Metal Gear Solid 2: Substance
04. SSX3
03. TimeSplitters 2
02. Pro Evolution Soccer 3
01. Grand Theft Auto: Vice City

13 NICHOLAS ELLIS
REVIEWS EDITOR (PSM2#37–40)
Age: 30

WHAT ARE YOU DOING NOW?
Deputy Editor, Xbox World <Urgh!>
FAVE MEMORY(S)?
Beating the Welsh wizard Dan Dawkins three times on the bounce at *PES*. But *Manhunt* is my favourite memory. The PR chap scared the living shit out of me as he commentated on the various ways to murder gang members. After the presentation I sat outside trying to decide if my nerves would survive a tube ride (they didn't, I walked).
WORST MEMORY(S)?
Being told by the men in suits that my job on the mag no longer existed. Sob.

14 JORIN SIEVERS
PRODUCTION EDITOR (PSM2#43...)
Age: 28

WHAT ARE YOU DOING NOW?
Making cups of teas for everyone. Again.
FAVE MEMORY(S)?
Hearing Dan D say "it's the best game EVER!!!" about twice a day. Being from New Zealand, I loved learning all the wonderful words you Brits have for pornography – Jazz, Jingle, Bongo, Grumble... the list goes on and on.
WORST MEMORY(S)?
There was a terrible smell in the office. I dug through years of accumulated filth under Dan G's desk and discovered his lunchbox, containing the green, furry remains of some ancient sandwiches.

#N/A! DUNCAN'S FAVE!

GTA3

I'd be tempted to say *Pro Evo*, but my controller never worked properly. So it would have to be *GTA3*. I remember no-one being particularly excited by it, until it was pointed out that you didn't have to collect 'coins' for 'extra lives' and old ladies went down really easily after repeated clouts with a baseball bat.

#N/A! ESTHER'S FAVE!

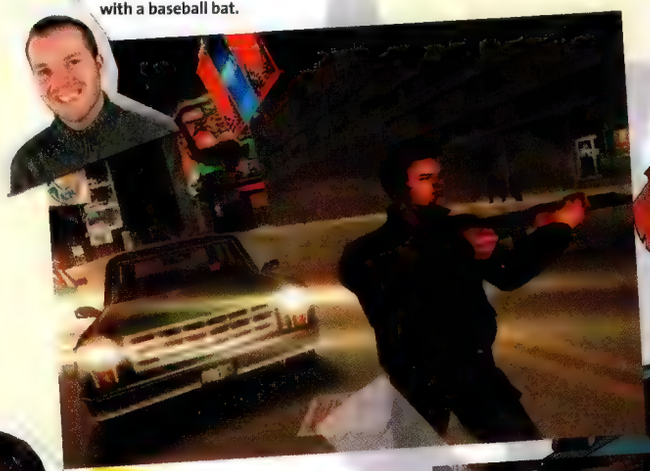
Harry Potter

Harry Potter and the 'something something'. Jonnie gave it to me so that I could give it to my boyfriend's son. And when I did – for the first, and possibly only, time – he thought I was cool.

#03! JOEL'S FAVE!

Timesplitters

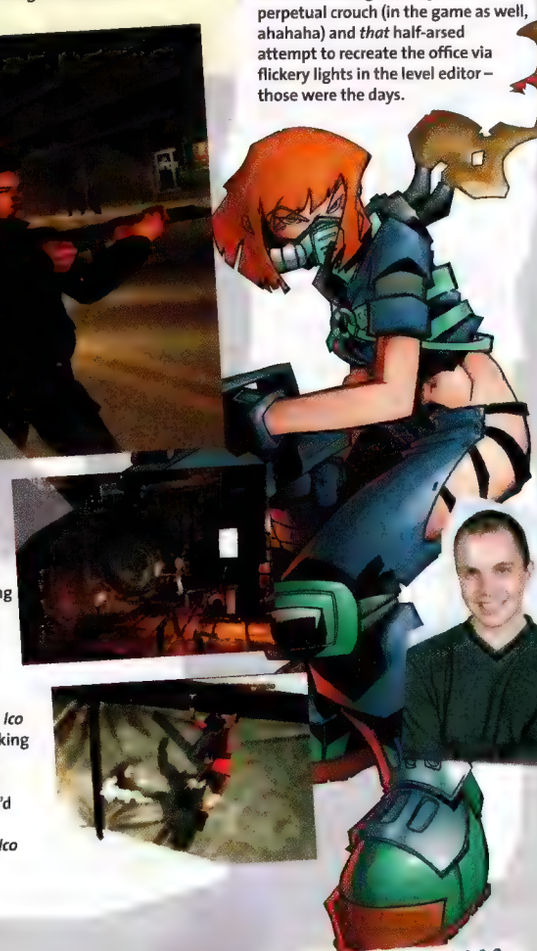
For sheer mag memories, *TimeSplitters*. The single-player was shit and the sequel's better in every conceivable way, but those were the days when *everyone* went retina-drying mental at lunch. Duncan camping in the toilets during bagtag, Jonnie waddling sideways in a perpetual crouch (in the game as well, ahahaha) and *that* half-arsed attempt to recreate the office via flickery lights in the level editor – those were the days.



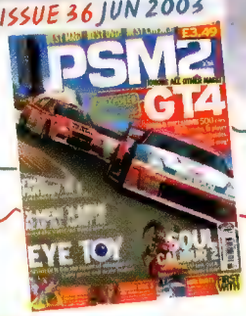
#10! DAN D's + DAN G's FAVE!

ICO

Whether it's the fragile interplay between Yorda and Ico that creates an overwhelming sense of emotional attachment and responsibility, or the haunting incidental sound effects like the whistling breeze, or simply the staggering sense of scale and exemplary level design – God, and that waterfall effect – there's something about *Ico* that's just so indefinably perfect. Just thinking about it makes me want to cry like a giant baby. In fact, *that* beachfront ending just... gah... *y'know*... it's *beautiful*. Normally, we'd mentally punch people in the face for suggesting videogames are 'art', but with *Ico* we're helpless to agree.



ISSUE 36 JUN 2003



IN THE NEWS: *GT4* World Exclusive! Capcom betray Gamecube with *Viewtiful Joe* and *Killer 7* defections.
CAPTION O' THE MONTH:
"CEL HATH NO FURY"
HIGHEST/LOWEST SCORE:
↑ *Soul Calibur 2* – 92%
↓ *Largo Winch: Empire Under Threat* – 11%
GOLDEN MOMENTS: Futurama shiny blowout. Eyetoy madness. Dante's Inferno! Lord of the Blings... oh dear.

ISSUE 37 JUL 2003

IN THE NEWS: E3 apocalypse. PSP announced! Ken holds the UMD. Kaz holds the EyeToy. E3 diary... with Bobby Trendy. First ever shot of *Killzone* lands us in massive trouble.
CAPTION O' THE MONTH:
"SMOKEY AND THE BANNED KIT"
"GINA IN A BATTLE"
HIGHEST/LOWEST SCORE:
↑ *Dark Chronicle* – 90%
↓ *WWE Crush Hour* – 49%
GOLDEN MOMENTS: Jonnie's 'Special' Column. Dan D cuddles Jennifer Love Hewitt. The half-finished *Enter the Matrix* gets 81% (contentious). PSM2's Online survival guide.

ISSUE 38 AUG 2003

IN THE NEWS: *MGS3* – it's Big Boss we tells ya!
CAPTION O' THE MONTH:
"A DIVE AND KICKING"
"UZI LIKE SUNDAY MORNING"
HIGHEST/LOWEST SCORE:
↑ *EyeToy: Play* – 82%
↓ *Perfect Ace Pro Tennis* – 38%
GOLDEN MOMENTS: *Resi Outbreak* cartoon. The PSM2 readers awards (*Vice City* rules the world). *TR: AOD* shocker! The first real review (58%) The Bayeux Tipestry *still* not dead. Lara Last Laugh page ruffles Eidos feathers. We deal with angry PRs.

ISSUE 39 SEP 2003

IN THE NEWS: World's first playtest of *SSX3*.
CAPTION O' THE MONTH:
"BAD HERR DAY"
HIGHEST/LOWEST SCORE:
↑ *Conflict: DS2* – 88%
↓ *Charlie's Angels* – 14%
GOLDEN MOMENTS: Milf (our Art Editor) reviews *Metal Gear Slug*. He's never reviewed a game since... Bayeux Tipestry rumbles onto it's fifth terrible joke in a row. The free Bondomatic Snipe-o-scope... err.

ISSUE 40 OCT 2003

IN THE NEWS: *Tomb Raider* gets bashed. Core are sacked.
CAPTION O' THE MONTH:
"HELL HATH NO FURRY"
HIGHEST/LOWEST SCORE:
↑ *Winning Eleven 7* – 96%
↓ *Frogger Beyond* – 35%
GOLDEN MOMENTS: *Jak 2* exclusive review (jonnie catches brilliant-itis) 93%. Is this most boring screenshot ever? *Hitman: Contracts*. Fun, anyone? Sony fanjita picture. PSM2's countdown to xmas – with Richard Whitely. Bayeux Tipestry *still* going!

#04! JORIN'S FAVE!

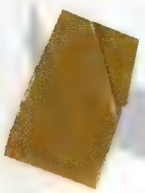
SSX3

The most beautiful time you can have on your PS2. No shootin' and no killin' – just you, the sunshine, the snow and some phat motherfunkin' airtime. *SSX3* is the best therapy you can get on a DVD. Playing it is so sublime, so smooth and so exhilarating you can almost feel the powder flying off your rail as you carve a hard line through the trees. The feeling of freedom is unparalleled; you can go almost anywhere you want, dodge falling trees and try to outrun avalanches in the backcountry. Thanks EA, you've created something truly beautiful and life-affirming.

#N/A! JONNIE'S FAVE!

Jak and Daxter

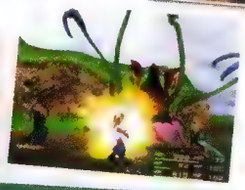
Gotta be. Played it concurrently with Joel – who was reviewing it – and when I asked him what he thought of the swamp section, he said "what swamp?". 85%?! Were you in your right mind Mr Snape? Only bettered by *Jak 2*, which was my single 90+ percent score during my time on the mag.



#14! ANDY'S FAVE GAME!

Final Fantasy X

Not the best *Final Fantasy* by any stretch of the imagination, but the storytelling, characters and plot really warm the cockles. Will that do?



#02! NATHAN'S FAVE! + NICK'S FAVE! + DAN V's!

PES3

NATHAN: There's no other game that offers this much competitiveness. And it's all the sweeter knowing that no-one in the office can beat me. Even you, Mr Dawkins!

NICK: Thirteen seasons of Master League playing as an edited Plymouth Argyle side on the five star difficulty level has netted me five Championship wins, four European and six Domestic trophies, one treble, untold satisfaction, too many late nights and it only cost £40. Need I say more?

DAN V: It has to be... wait for it... *PES*. This has got to be the most played game in the office. When the dinner bell goes for lunch you know where most people are going to head, and I'm one of those fighting for a joypad. Never has a game got me jumping for joy one moment (scoring a goal from outside the box) to being at my lowest ebb and nearly crying (after being beaten by Milf, which should never happen in the *PES* world). When I first joined PSM2, everyone was raving about this game, and you know what; I couldn't see what the fuss was all about – sin confessed.

#09! MILF'S FAVE!

Burnout 2

Sheer. Unadulterated. Arcade. Thrills. This game man-handles you into the driving seat, straps you in and nailguns your foot to the accelerator. Before you know it, you're hurtling down freeways into oncoming traffic, narrowly missing articulated lorries, cars and buses whilst power-sliding around an impossibly tight corner. There's a junction ahead. Can you make it? You don't know, but you give it a frikkin try... If... I... can just... squeeze... through... CRUNCH! Fantastic.

#01! MARCUS & ADE'S FAVE GAME!

GTA Vice City.

MARCUS: It's not just a game played by fin-haired advertising executives because "you can chase a rollerskating bikini-clad woman – probably prostitutes – in a golf buggy while listening to Mr Mister". No, it's played by real men who like real games and drink real coffee.

ADE: Getting this game in the office was a fantastic moment for me. Just realising the scale of what Rockstar had pulled off is something that has yet to be bettered. Until *San Andreas* arrives, I suspect.

13 NATHAN IRVINE

STAFF WRITER (PSM2#47...)

Age: 22

WHAT ARE YOU DOING NOW?

Staring blankly at the screen while trying to think of something hilarious to write.

FAVE MEMORY?

Winning the job has to be my favourite memory, although realising that there are numerous pubs within 10 metres of the office is up there. And living the very real jet-set lifestyle by travelling to The States and Japan within my first two months.

WORST MEMORY(S)?

Being sick as a dog with food poisoning in Tokyo. Dropping a PR lady on her head in LA. For three seconds I thought I'd actually murdered her.

15 ANDREW KELLY

STAFF WRITER (PSM2#48...)

Age: 19

WHAT ARE YOU DOING NOW!?

Still working on the mag.

FAVE MEMORY?

Being choppered into the middle of nowhere to spend the night dipping into a bottomless fountain of free Vietnamese beer to the strains of The Doors and wolfing down plates of strange meat that tasted like fire.

WORST MEMORY?

Not being able to visit Square Enix in Japan because, according to the government, I don't exist and thusly can't get my paws on a passport.

ISSUE 41 NOV 2003

IN THE NEWS: PS2 is £169. *GTA4 – San Andreas* revealed + 50 cent (PSM2 does it again!). Kaz Hirai's All Seing Eye. PSM2 Idol is go!

CAPTION O' THE MONTH:

"WE CAME, WE SOAR..."

HIGHEST/LOWEST SCORE:

↑ *PES3* – 96%

↓ *Hunter Wayward: The Reckoning* – 30%

GOLDEN MOMENTS: *SSX3* world exclusive review – 94%. PlayStation Experience photo madness. Cheat and two veg... with Pea Diddy. The Madness of King Brooking.

ISSUE 42 DEC 2003

IN THE NEWS: *SSX* rips off PSM2! We have (better than concrete) proof.

CAPTION O' THE MONTH:

"ESPECIALLY FOR SHOE"

HIGHEST/LOWEST SCORE:

↑ *XIII* – 87%

↓ *Space Invaders: Invasion Day* – 30%

GOLDEN MOMENTS: PSM2 meets Seabass on a glacier (Mr *PES*). *Forbidden Siren* is Jonnie's last article ever <sob>. Crikey... amazing *THUG* likenesses in flannel panel. Cheat and two veg... Brussel Harty. You can't bail on love!

ISSUE 43 XMAS 2003

IN THE NEWS: PSP design revealed. PSM2 almost wins UK *PES* cup (but doesn't thanks to illegal entry of brilliant Euro-champ).

CAPTION O' THE MONTH:

"DRAGS TO RICHES"

HIGHEST/LOWEST SCORE:

↑ *Prince of Persia* – 87%

↓ *Celebrity Deathmatch* – 33%

GOLDEN MOMENTS: *Manhunt* exclusive review – 91%. PS2 ONLINE: not crap. PSM2 Xmas special. Cheat and two veg with Shallot Church. Oh dear...

ISSUE 44 JAN 2004

IN THE NEWS: *Black* – world first details of Criterion's big game of 2005... you'll see.

CAPTION O' THE MONTH:

"POSH AND HEX"

HIGHEST/LOWEST SCORE:

↑ *SOCOM 2* – 90%

↓ *Curse: Eye of Isis* – 24%

GOLDEN MOMENTS: PSM2 redesign issue. *MGS* family tree mega grid. 2004 preview feature. *MGS3* time machine. *Terminator 3 ROTM* scores a miserable 35%.

ISSUE 45 FEB 2004

IN THE NEWS: We broke the news of a *Catwoman* game.

CAPTION O' THE MONTH:

"NICE FACE, SHAME ABOUT THE LEGS"

HIGHEST/LOWEST SCORE:

↑ *GT Prologue* – 83%

↓ *Hugo Bukkazoom* – 17%

GOLDEN MOMENTS: *Final Fantasy XII* – least butch cover ever. History of *Street Fighter 2* feature. *R: Racing Evolution* scores 37%. Kaz Hirai's elegant toilet roll dispenser.

XXX CONFESSIONS FROM PR HELL

ICONS: Booze, Drugs, Starvation, Corruption, Near Death Experience, Guns

MARCUS' CONFESSION:

"I remember a trip to the south of France with <deleted>, to see their new survival horror game. After setting off at the crack of dawn, we were driven across France and loaded onto army trucks, given blindfolds and 'joke' drugs, then battered with sticks to the sound of barking dogs. It was arse end up. We did the haunted mansion bit in broad daylight – not scary – then played paintball in darkness – terrifying. Mid game, we heard a massive 'crack!' then "ARRRGHH!!!". A German journo had tripped up on a log, breaking his leg. Then it started raining. Worse, we weren't given any food for 18 hours, and even then, only a selection of jelly party snakes."

JONNIE'S CONFESSION:

"We were in Paris with <deleted> looking at their new product range – a shitspray of 60% scoring blunderware. After a large night out, one of the journo's went missing. The PR concerned orchestrated a half-hearted hung-over ten minute search before deciding to leave the poor sod in France, shovelling the rest of the journos onto a coach for a gruelling 13 hour journey home. The kicker? The PR chap was going home on *Eurostar*, so he could get home early to attend a gig."

DAN D'S CONFESSION:

"We were in Paris to see a new driving game. The company took us out in helicopters, flying over the Eiffel tower at night. After about an hour, I noticed the smaller chopper dropping away, and our pilot talking *very quickly* in French. We made an unplanned landing as the other chopper had suffered extreme engine failure in mid-air and had crash landed onto the Autoroute. In the words of our pilot – "if eet was not for zee skill of the pilot, zey would have died". Laugh? I literally nearly died...

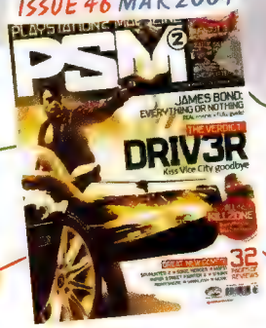
JOEL'S CONFESSION:

"We were flying to Vegas with <deleted>. The PR had blagged us first class seats, and spent the flight sitting at the bar necking mixers. When we got to Vegas – after 24 without sleep – we popped out for a 'cheeky' bedtime lager. Untold double vodka's later, after *33* hours without sleep, our PR had to be taken home *in a wheelchair*. He'd lost control of his limbs, and passed out on the floor. Even worse, a PR chum placed his alarm clock, due to go off in four hours, on top of a large jug of urine."

DANG G'S CONFESSION:

"I remember a trip to Cannes with <deleted>. After a heavy night they sent us rock climbing. *Why!*? What followed was the most terrifying three hours of my life. Only by talking to myself was I able to stop my hands from shaking sufficiently to grasp the tiny handholds. And with a line of Euro journalists cacking it behind me there was no going back. I remember the look of abject fear on a German writer who froze and was trapped on a cliff face in full business suit and brogues."

ISSUE 46 MAR 2004



IN THE NEWS: *GTA:San Andreas* merry-go-round. PSM2 Idol chosen. Xmas sales shocker (*Charlie's Angels* outsells *XIII*). *Silent Hill 4* revealed.
CAPTION O' THE MONTH:
"DEBRIS DOES DALLAS"
HIGHEST/LOWEST SCORE:
↑ *Hyper Street Fighter 2* – 89%
↓ *Asterix and Obelix XXL* – 60%
GOLDEN MOMENTS: Staff writer bible. *Driv3r* blowout.

ISSUE 47 APR 2004

IN THE NEWS: *Second Sight* revealed. PStwo revealed. *Killer 7* world exclusive feature.
CAPTION O' THE MONTH:
"ONE IN THE CGI"
HIGHEST/LOWEST SCORE:
↑ *LMA Manager 2004* – 87%
↓ *Fightbox* – 11%
GOLDEN MOMENTS: Pro Dojo bows out. We proudly host our shittest compo ever.

ISSUE 48 MAY 2004

IN THE NEWS: Staggering *San Andreas* truth nuggets. *DMC3* lady spills beans.
CAPTION O' THE MONTH:
"PIERCED BROSNAN"
HIGHEST/LOWEST SCORE:
↑ *Onimusha 3* – 91%
↓ *The Cat in the Hat* – 27%
GOLDEN MOMENTS: *GTA:San Andreas* vs *The Getaway 2*. Kaz gets another moustache. *MGS3*: it's in space! (err...) *GTA: SA* illustrations. Ultra Dojo debuts. The Photoshop texture awards...

ISSUE 49 JUN 2004

IN THE NEWS: World-busting *MGS3* scripts revealed.
CAPTION O' THE MONTH:
"SMOTHER KNOWS BEST"
HIGHEST/LOWEST SCORE:
↑ *Hitman: Contracts* – 90% (Dan G strikes again)
↑ *Singstar* – 90%
↓ *Seven Samurai 20xx* – 30%
GOLDEN MOMENT: David Reeves of Sony Europe gets over-excited and spills everything.

ISSUE 50 JUL 2004

KOEI
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Because even the strongest heroes need help sometimes

"9 out of 10" – **EDGE**
"9 out of 10" – **games™**

Over 40 Hours of gameplay with multiple endings!

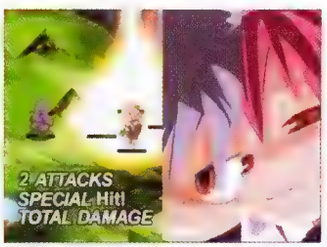
Unleash over 100 mind-blowing spells and special skills to lay waste to your enemies!

Dynamic Battle System: Switch your characters in and out of battle to match the strengths of your toughest opponents!

active ingredient: "The Invasion from Within" by Tsunami Bomb
DISGAEA
HOUR OF DARKNESS
straight from the bowels of hell!
spicy hot laxative
WARNING: Do not use in conjunction with any mind-blowing spells or incantations. See back panel for details.

"Disgaea is without doubt the defining moment in turn based strategy"
– **games™**

Customise your army with over 150 character classes and monsters!



New Formation Attack System allows up to 4 of your characters to do quadruple the damage on one enemy!

Never before seen gameplay elements add a new dimension of strategy!

Get regular. Get Disgaea.

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日本一 SOFTWARE

PlayStation®2

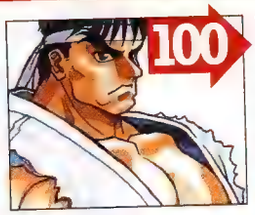
QUICK TIP: RED DEAD REVOLVER PLAY THROUGH THE GAME IN HARD BOUNTER HUNTER MODE TO UNLOCKVARIOUS CHEAT MODES.

PRO

TRAINING YOU IN THE DARK ARTS OF PS2

94 TRANS-FORMERS
Smash the crap out of the Decepticons with our invaluable 'Formers Boss guide, plus Mini-con and Data-con locations. Bosh!

98 PES 3
Recreate *UEFA 2004* with *PES* instead of forking out 40 quid on the okay-ish EA game. What more could you ask for? OK, apart from England winning...



100 ULTRA DOJO
The ever-popular Dojo has just had a full makeover. It's now shorter and sweeter and, best of all, *you* get to set the challenges. So are you a Dojo Master?

PSM2 TIPS PROMISE

PSM2's the only mag trusted for the latest tips, cheats and walkthrough guides. We've dedicated ourselves to making you better at games – and more in love with them.

■ First! Unlike other PS2 magazines, we're committed to bringing you the latest tips, cheats and walkthroughs for the newest games as soon as they're released. Our team of gaming experts is standing by, ready to help you get the most out of your PS2 and all the latest games.

■ Best! We've been reviewing games longer than any other PS2 magazine, so we've got the experience to help you get through the toughest levels. Plus, we're the only magazine that reviews every game we cover, so you can be sure that our tips are based on hands-on experience with the game in question.

■ Most! We're the only PS2 mag with a dedicated gamers' challenge section – the Kill a Mate Big Prize, in our Challenge Me section, has been won by readers from all over the UK and Ireland. Why not see if you can beat their high scores?

■ Easiest! PSM2 is written for gamers just like you, so you can be sure you'll find all the tips you need in one easy-to-use, straight-to-the-point, well-organised section. No confusing charts or cheat codes here – just the help you need to get through the game you're playing right now.

■ Greatest! It's the very best of both worlds: we're delivering a tips supplement in PSM2, and PSM2 covers the games you're playing right now. Get the help you need to get through the game you're playing right now, plus the highest scores set by fellow gamers. You get what you need, when you need it, in PSM2.

■ Finest! Quality, PS2 gaming, delivered every month.

HITMAN: CONTRACTS

Not so healthy being stealthy? Try our sneaky codes on for size...

Hitman: Contracts. Brilliant, isn't it? Packed with action, stealth and clever gameplay twists, and it has even got the world's first videogame fellatio scene. See? Ace. Baldie boy's latest's a cracker, and we don't want to spoil things for you, but everyone needs a helping hand now and again. And some are just bloody cheats. But not us, obviously...

LEVEL SELECT

At the main menu, press
□△○←↑→R2 R2

LEVEL SKIP

To end the current level with a Silent Assassin rank and special weapons, pause the game right at the start of the level and enter the following:
R2 R2 ↑ ↓ ⊗ L3 ○⊗○

BONUS WEAPONS

Complete the following missions with a Silent Assasin rank to unlock these cracking new weapons:

Level 1	CZ 2000
Level 2	Micro Uzi Dual Submachine guns
Level 3	Silverballer Silenced Dual Pistols
Level 4	Magnum 500 Dual
Level 5	Sawn-off Shotgun Dual
Level 6	M4 Carbine Silenced Assault Rifle
Level 7	SG220S Dual Pistols
Level 8	MP5 Silenced Submachine Gun
Level 9	AK 74 Silenced Assault Rifle
Level 10	GK17 Dual Pistols
Level 11	Micro Uzi Silenced Submachine Guns
Level 12	PGM Silenced Sniper Rifle

PS

TRANSFORMERS

Alaska Level Completed
On the difficulty selection screen, press
R1 ◎ R1 □ ← ← → ←

Deep Amazon Level Completed
On the difficulty selection screen,press
← → ← ← → R1 R2 ◎

Earth Level Completed
On the difficulty selection screen, press
R2 R1 L1 L2 □ ◎ □ ◎

Mid Atlantic Level Completed
On the difficulty selection screen, press
◎ □ ◎ □ → ← ← →

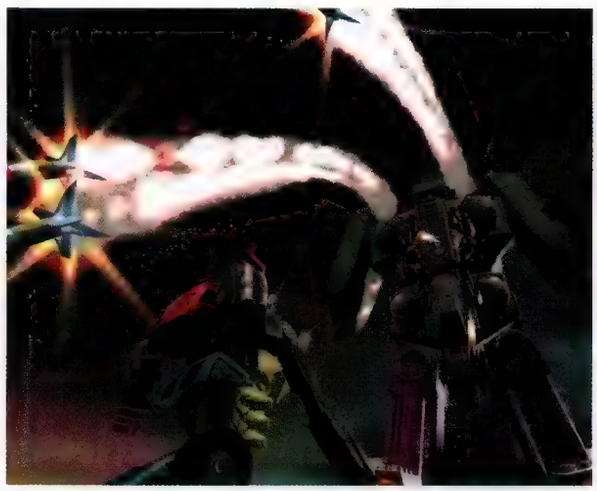
Starship Level Completed
On the difficulty selection screen, press
← ← → ◎ ◎ → → ←

ONIMUSHA 3

Oni Target Practice Mini Game
Complete the game on the normal setting.

Adventures Of Heihachi
To unlock Heihachi's storyline, complete game on the normal difficulty setting.

Oni Training
Complete every training exercise to unlock this cool bonus one.



Genma Puzzle Space
Solve all the puzzle boxes

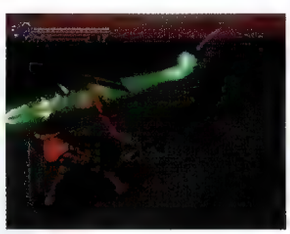
Extra Weapons For Samanosuke
Complete the game, making sure you get the Fire, Wind and Thunder Seals. Now start the game again and Samanosuke's weapons from the first game will appear in the Paris alleyway where Samanosuke first materialises. Bargain!

Unlock Hard Mode
Beat the game on the normal difficulty setting.

Unlock Critical Mode (only critical hits kill enemies)
Beat the game on the hard difficulty setting.

Unlock Ultimate Mode
Complete the Oni Target Practice minigame. Each character now starts with their most powerful weapon and a bunch of cool items.

Unlock Devilish Mode
Beat the game on Critical Mode



FIGHT NIGHT 2004

Unlock All Venues
At the main menu, highlight 'My Corner', and press ← ← ← → →. If entered correctly, you'll hear a sound.

Big Head Mode
At the main menu, highlight the 'Fight Now' option and press ← → ← → ← →. Pick 'Fight Now' and you've got a big head.

Tiny Fighter
At the main menu, highlight 'Play Now' and press ← ← ← → → → ←⊗

DRAKENGARD

Here be dragons, and... erm... jet planes...?

Dragons might be cool and dead hard, but they're a bit slow and old fashioned as method of transport during a ruck. Luckily, you can bring a bit of civilisation to the skies of *Drakengard*. First, complete the Shinjuju Free Mission mode, then select Sky Mission mode, and highlight the Chaos Dragon. Now press ↓ and select the '???' option to fly a swish, modern jet fighter. Out of the way scaly boy!

SERIOUS SAM: THE NEXT ENCOUNTER

To unlock these tasty bonus levels, you must first complete the game with the corresponding number of Gold Ranks. Once done, access them by pressing ⊗ on the level select screen to display the 'Lost Levels' screen.

Praetorian Camp	3 Gold
Forum Romanum	5 Gold
Forum of Trajan	7 Gold
Addressing the Senate	9 Gold
Caesar's Sanctum	12 Gold
The Silk Road	15 Gold
The Gate of Supreme Harmony	18 Gold
The Steam Tower	22 Gold
Geothermal Tunnels	24 Gold
Corridors Of Power	26 Gold
The Gallery	31 Gold

BALDUR'S GATE: DARK ALLIANCE 2

Cheat Mode
During the game, hold L1 R1 △ □ ◎ ⊗ and press START to unlock the Level Warp and Invulnerability options. To return to the game after using Level Warp, press ◎.

Level 10 Character With 500,000 Gold and 45 Feat Points
Hold L1 R2 △ □ ◎ ⊗ and while holding them, press L2.

Play As Drizzt Do'Urden
Complete the game on any difficulty setting.

Play As Artemis Entreri
Complete the game on extreme difficulty setting.

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

PROJECT ZERO II (M)

BWoX-FGN1-57XMY
6XVR-GZ6J-9H8V8

INFINITE HEALTH
1UG2-BMPV-5H4RK
6EKM-Z1H6-YQNZM
Z3NDC
E1Do-K7DN-4ND7U

INFINITE SPIRIT ORBS
8A6N-2MX8-RJMNN
41NE-oN69-6YHUH

INFINITE FILM/ ITEM USE
F96F-3M6C-F3QZD
ETAG-G5JB-DUH45

NO DEFEAT
G537-THJP-33XUB
KXEX-N5TC-AT1T1

WALK THROUGH WALLS
26VA-M61E-

STAR TREK: SHATTERED UNIVERSE(M)

FEVJ-HYY1-FMJBU
389U-2GJ7-21QZA

INFINITE WEAPON CHARGE
17YG-PW3X-5DJRQ
22HN-WPBY-Y54GF
DZ6G-UG1J-QNPDE

ALL SHIPS
GKZ2-H18N-YNTEX
JJRM-4C1F-E6Y46
C3QG-CN65-WJ95T

ALL MEDALS
871G-068E-Y11FY
6TJ3-XVN9-VZYFG
6MFH-TN2X-2RBDJ

ALL LEVELS
DEAF-E7Y7-9TZQU
KBGP-ARX6-T6EP1

FALLOUT : BROTHERHOOD OF STEEL (M)

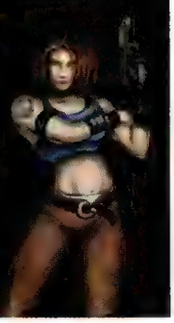
H62A-UEUQ-Q6HGP
YPA6-1RG1-FU11E

INFINITE HEALTH
N3HP-AGAM-F3K09
U9TQ-MPNC-E6F4M
BG6W-XAKM-H7MNA
TC4Z-V6V2-FAHAX
328R-VKTo-NWTH7
DFRV-A3WG-EoRMM

INFINITE AMMO
BW3M-288M-EMYPD
ME31-KGYD-38WE5OPEN

DISABLE AI
CAYo-9DUG-A19M5
4W83-87WP-78V49

INFINITE CAPS
T9HY-03B3-58R1H



"WATCH THE BOLTS FLY IN THE ULTIMATE CLASH OF THE METALHEADS"

TRANSFORMERS

Thought you'd completed this game? Pah. Let us take you by your steely mitt, and transform you into Robot Kings amongst men.

0 MINI-CONS, WHERE ART THOU?

YOUR DEFINITIVE GUIDE TO COLLECT MINI-CONS THAT MAY HAVE ELUDED YOU THE FIRST TIME ROUND:

AMAZON

1) Pressure Point (Melee Booster) – Follow the river bank left from the ruined temple side of the bridge.
2) **Claymore (Proximity Mines) – On your way to the deflector, drop into the penultimate ravine and go left.**
3) Hailstorm (Heavy Cluster Rocket) – Glide from the mountain ruin to the tallest peak you can see.
4) **Tractor (Tractor Beam) – On top of the mountain to the right of Hailstorm. Glide from the mountain ruin.**
5) Firefight (Super Heavy Blaster) – Glide east from the mountain ruins to get to the grass plains.

AZTEC CAMERA: Cyclonus awaits on the top of this pyramid – plus a handy Mini-Con.

BLOWUPACON: The decepticlone's are as meek as baby lambs. Blast them to oblivion and then move on, and don't get obsessed with nailing 'em all.

ANTARCTICA

1) Highgear (Dash) – Blast the research centre with your heavy artillery.
2) **Comeback (Reactivation) – Glide to the island North of the research centre.**
3) Lookout (Sniper Rifle) – Lying on the shipwreck at the far reaches of the level.
4) **Smackdown (Super Melee Booster) – In the centre of the level, on top of a small ridge.**
5) Watchdog (Limpet Mines) – At the very back of the main area.
6) **Shockpunch (Combat Field) – Head left from the beginning of the level and use the high jump to leap up the pillar.**

CHINNY RECON: These recon bots will call in a dropship if they spot you –blast 'em at range.

SCRAPHEAP CHALLENGE: You must take on Starscream on the Antarctic level.

FINDING DATA-CONS

OK, so you've mangled Unicron and collected all of the mini-cons but what about the Data-Cons? Have you managed to plunder all of the bonus snippets courtesy of these little beauties? Well, until you've accumulated all of these, then you're only kidding yourself that Transformers is completely finished. So do yourself a favour and check out our comprehensive Data-Con guide!

1.1 Location: South of temple
Contents: Optimus Prime [illegible]
Drop Zone: Amazon

1.2 Location: [illegible]
Contents: Transformers [illegible]
Drop Zone: Amazon

1.3 Location: South of temple
Contents: Mini-con toy [illegible]
Drop Zone: Amazon

1.4 Location: Inside temple
Contents: Decepticon [illegible]
Drop Zone: Amazon

1.5 Location: Top of temple
Contents: Autobot [illegible]
Drop Zone: Amazon

1.6 Location: Shoreline before waterfall
Contents: [illegible]
Drop Zone: Amazon

1.7 Location: [illegible]
Contents: Megatron toy [illegible]
Drop Zone: Amazon

1.8 Location: Lookout waterfall
Contents: Autobot HQ [illegible]
Drop Zone: Amazon

1.9 Location: [illegible]
Contents: Music [illegible]
Drop Zone: Amazon

1.10 Location: To the left of the first jump
Contents: Classic animation [illegible]
Drop Zone: Amazon

1.11 Location: Ship [illegible] to the west of the deep ravine warp gate
Contents: Mini-comic [illegible]
Drop Zone: Amazon

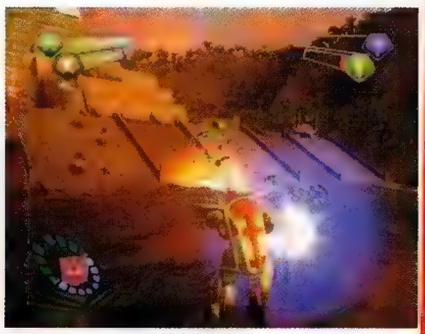
1.12 Location: West of the mountain ruins
Contents: CG movie [illegible]
Drop Zone: Amazon

SOUL GLOW: Attach the Hawkeye Mini-Con on the Antarctica level to discover where hidden mini-cons are situated. It's also useful for locating groups of enemies at greater distance.

NOT SO EASY JET: Take down the Dropships in order to prevent Decepticlone ambushes.

DEEP AMAZON

1) Knockdown (EMP blast) – Glide east from the top of the temple. It's between the trees.
2) **Airburst (Flak Cannon) – At the top of the temple where you fight Cyclonus.**
3) Twister (Vortex Projector) – Located on the dropship cruising around the temple. Glide on to it.
4) **Covert (Stealth Field) – Glide to the waterfall from the top of the temple.**
5) Overwatch (Impact Gun) – At the shrine in the corner of the map. Glide from the temple again.
6) **Shield wall (Ballistic Shield) – On top of a boulder at the very start, glide there from the rock steps.**



RED RUN: Don't try to destroy everything on screen. Just run

ALASKA

1) Bulletproof (Heavy Armour) – At the corner of the island. Follow the shoreline from the first warp gate.
2) **Aurora (Heavy Ribbon Beam) – On the offshore island. Glide from the high point near Bulletproof's spot.**
5) Discord (Scrambler) – At the canyon mouth, look for a ramp to go up after the first left turn.

SHINE A LIGHT: During ambushes, use any of the 'Shield' mini-cons and concentrate on blitzing the Dropship rather than the bad guys.

HUGSY MALONE: When you see these bad boys try and pick them off with your sniper rifle. If you do happen to get to close, keep moving and fire off some rockets when they're not cocooned.

3.3) **Location:** West of the mountain ruins
Contents: Music: Transformers Theme "TV version"
Drop Zone: Amazon

3.4) **Location:** South of ice canyon warp gate
Contents: Autobot pictures #3
Drop Zone: Antarctica

3.5) **Location:** Research centre
Contents: Music: Dropbox Transformers Theme
Drop Zone: Antarctica

3.6) **Location:** Research centre
Contents: Mini-comic #2
Drop Zone: Antarctica

3.7) **Location:** Research centre
Contents: Amazon production art
Drop Zone: Antarctica

3.8) **Location:** Research centre
Contents: Classic animation PSA spot #2
Drop Zone: Antarctica

3.9) **Location:** Far shore
Contents: CG movie stills #2
Drop Zone: Antarctica

3.10) **Location:** South of rope bridge warp gate
Contents: Mini-comic #3
Drop Zone: Deep Amazon

3.11) **Location:** Ruins to west of the sun temple
Contents: Mini-Con pictures
Drop Zone: Deep Amazon

3.12) **Location:** Pit west of sun temple
Contents: Music: Orchestral-Transformers
Drop Zone: Deep Amazon

3.13) **Location:** Near the jungle village warp gate
Contents: Antarctica production art
Drop Zone: Deep Amazon

3.14) **Location:** Sun temple exterior
Contents: CG movie stills #3
Drop Zone: Deep Amazon

3.15) **Location:** Behind sun temple
Contents: Classic animation PSA spot #3
Drop Zone: Deep Amazon

3.16) **Location:** Inside sun temple
Contents: Starscream toy production stills
Drop Zone: Deep Amazon

3.17) **Location:** Far north island
Contents: Cyclonus toy production stills
Drop Zone: Mid-Atlantic

3.18) **Location:** Rock on the southeast coast
Contents: Mid-Atlantic production art
Drop Zone: Alaska

3.19) **Location:** Other side of mountain range
Contents: Decepticlone designs
Drop Zone: Alaska

3.20) **Location:** Edge of canyon
Contents: Mini-comic #4
Drop Zone: Alaska

3.21) **Location:** Edge of canyon
Contents: Autobot pictures #2
Drop Zone: Alaska

3.22) **Location:** Caves
Contents: Decepticlone pictures #4
Drop Zone: Alaska

3.23) **Location:** Caves
Contents: Gameplay storyboards #1
Drop Zone: Alaska

3.24) **Location:** Caves
Contents: Tidal Wave toy production stills
Drop Zone: Alaska

3.25) **Location:** Caves
Contents: Classic animation PSA spot #4
Drop Zone: Alaska

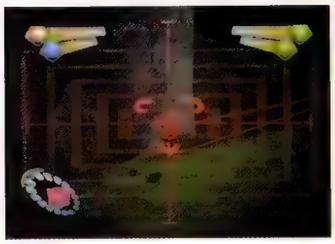
Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

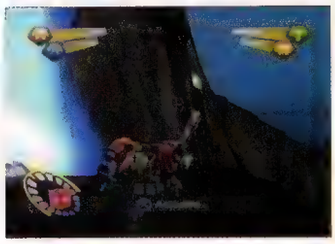
PACIFIC ISLAND

1) **Corona (Super Ribbon Beam) – In the corner of the start area near thick woodland.**
2) Failsafe (Heavy Homing Missile) – Blast open the flat red tankers in the settlement area of the level.
3) **Stronghold (Super Armour) – On a high ledge above the village. Glide from the volcano warp gate.**
4) Jumpstart (Super Heavy Arc Gun) – Glide clockwise around the volcano from the pinnacle of the path to Megatron.

"COVER ME, I'M GOING IN": Rather than transform to vehicle form and drive through heavy gun fire, use your shield because you'll sustain less damage.



MINI-CONVERSATION: Listen to the Mini-Con explanations, to utilise their best usage.



HIGHS AND LOWS: Always try to get to the pinnacle of mountains to check for items below.

5 TOP TIPS:

1) **ROAD RAGE:** Outnumbered by Decepticlones? Don't waste your time trying to annihilate them with your blaster. Switch to vehicle mode and mow those shiz-bots down quickly.

2) **MIX 'N' MATCH:** Some Autobots are better than others on certain levels. For example, Red Alert and Hotshot are quicker on the Antarctic levels than Optimus. But Optimus is tougher during boss battles.

3) **MINI MAYHEM:** Don't leave HQ without your bolt-ons. Remember to return back to HQ every now and again to equip the Mini-Cons for different level sections. It's not always wise to plump for the heaviest weapons.

4) **DON'T BE A HERO:** There's no need to try and destroy every enemy on each level; just move as quickly as possible and make sure that you open the next checkpoint as soon as possible.

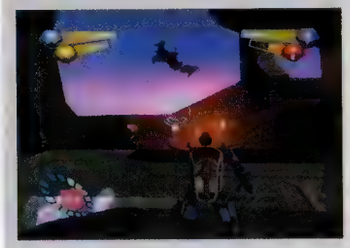
5) **THE EQUALISER:** Simple but true; if you're faced by a horde of Decepticlones, use your blaster to a minimum and try and take out as many of those suckers, as possible with your grenades and rockets.

YOU'RE NOT THE BOSS OF ME NOW!

END OF LEVEL BOSSES? WE SHIT 'EM. AND HERE'S HOW:

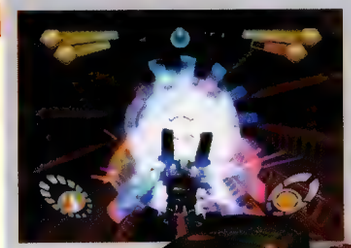
STARSCREAM

Weapons of Choice: Sparkjump, Flashbang and Buildup.
Twat him with rockets and lasers while retreating. When he takes off, keep peppering his ass as he moves slowly at first. Strafe to avoid incoming attacks and when he's grounded repeat until destroyed.



UNICRON

Weapons of choice: Anything stronger than a phase one blaster.
The final boss is pathetically easy. Boost forward to Unicron's mouth and wait to be sucked in to his stomach. Aim at the very centre while boosting and unload everything you've got. Repeat seven times until destroyed. Piece of pis... well, yes.

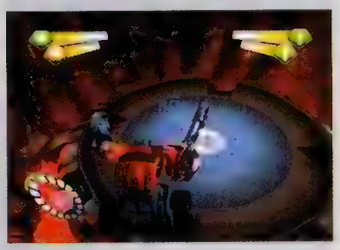


TIDAL WAVE

Weapons of Choice: Lookout, Ballistic Shield and Rangefinder.
Sprint down the beach like Hasselhoff until the big man tries to lock on with his missiles. Lock your rifle onto his head and empty a clip into it. Repeat until he uses lasers and you're home free.

MEGATRON

Weapons of Choice: Aftershock, Flashbangs, Build-up and Deflector.
Jump into the arena and transform near the bottom to avoid damage. Fire your Aftershock and rockets while strafing. Hit your arch-rival with as much as possible and then head for a ramp when he transforms. It's all about wearing him down, so be patient.

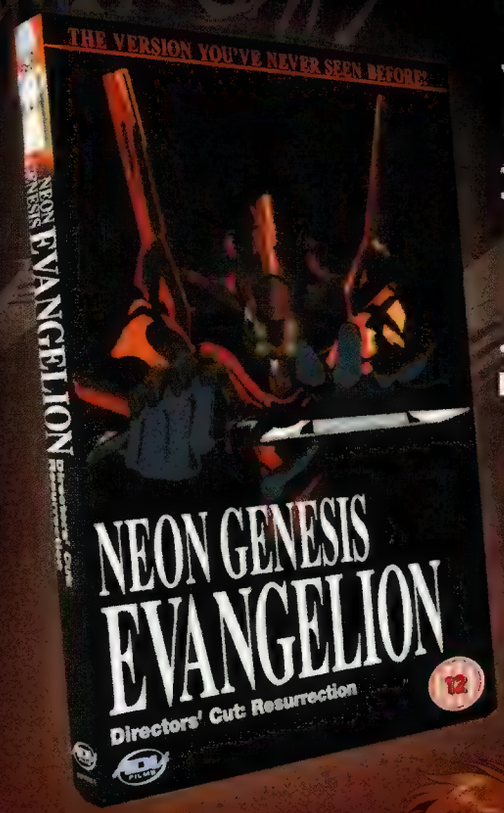


CYCLONUS

Weapons of Choice: Ballistic Shield, Flashbangs and Dash.
Dive from the temple like a suicidal lemming. Avoid him when grounded at all times. Apply the shield and strafe like a hyperactive crab. Unload as much fiery fury onto him as you can when he's grounded to finish the job.

WITNESS THE RESURRECTION!

See "the most critically successful TV anime of the 1990s" (*The Anime Encyclopedia*) as the original creators intended! ***Neon Genesis Evangelion: Directors' Cut - Resurrection*** is a re-mastered, revised and re-edited special edition featuring amazing new footage, as well as a preview of the live-action movie in development. Witness ***Evangelion's*** past and future in ***Resurrection***!



NEON GENESIS EVANGELION

Directors' Cut: Resurrection

NEON GENESIS EVANGELION DIRECTORS' CUT: RESURRECTION

Running Time: 150 MINUTES
Catalog Number: DEV/DC1
Avaliable: 21/06/04

12

Includes exclusive interview with Oscar-winning (for *The Lord of the Rings Trilogy*) SFX wizards Weta Workshop about the live action *Evangelion* movie!

ALSO RELEASED:

Battle Doll
ANGELIC LAYER

ANGELIC LAYER VOLUME 2: ON A WING AND A PRAYER

Running Time: 100 MINUTES
Catalog Number: DAL/002
Avaliable: 21/06/04

PG

www.advfilms.co.uk/titles/angeliclayer

PLAY.COM MOVIES MUSIC GAMES

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"MODIFY THE BEST FOOTY GAME TO SATISFY YOUR EURO CRAVINGS"

CREATE THE EURO CHAMPIONSHIPS IN PRO EVOLUTION SOCCER 3

With Konami missing the Euro 2004 bandwagon, PSM2 have recreated this summer's championships on the undisputed PS2 football champion – PES3.

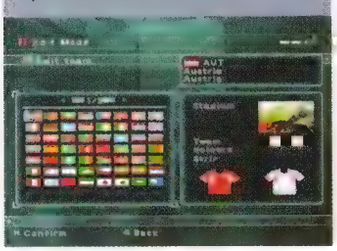
It's that time in the football calendar which comes around every two years: The Euro Championships. With numerous publishers pumping out lukewarm footie titles to tie-in with this immense soccer spectacle, hardened gaming fans will be searching for something to keep them going. Well, put that £40 back into your wallet, and apply 40 minutes worth of dedication to recreate the finals on the best footie game on the PS2 – PES3. Yes it's possible to set-up the tournament with a little help from the 'Edit Mode'. Let PSM2 give you a ticket to the perfect footballing summer.

CREATING LATVIA

As you may well have noticed, *PES3* doesn't have the complete roster of teams for EURO 2004. So get yourself into the game's edit mode and follow these simple steps:

STEP 1

For authenticity purposes, the best team to edit over is Austria because they're not in the finals and their flag is the closest equivalent to the Latvian one.



STEP 2

The names of the players from the squad and positions they play:

Goalkeepers	Kolinko Piedels	
Defenders	Blagonadezdins Isakovs Lobanovs Stepanovs Zemlinskis	Left/Right Back Centre and Right Back Centre, Left Back, Defensive Midfield Centre Centre and Defensive Midfield
Midfielders	Astafjevs Bleidelis Laizans Rubins	Central Midfield Right Midfield Defensive Midfield, Central Back and Right Back Left Midfield, Offensive Midfield and Centre Forward
Forwards	Stolcers Pahars Rimkus Verpakovskis	Centre Forward, Right Midfield and Offensive Midfield Centre Forward, Offensive Midfield and Left/Right Midfield Centre Forward Centre Forward, Offensive Midfield and Right Midfield

STEP 3

Use the 'Enter Number' section of the Edit mode and type in '1 0 0' and confirm the code twice. You've now increased the stats of each player by ten, which is extremely generous for the Latvians. It's up to you if you want to increase individual abilities.

STEP 4

If you want to go the whole nine yards, you can find images of the real Latvia squad at www.euro2004.com, and create them.

STEP 5

Change the kit by using these instructions.

FIRST STRIP

Shirt – Style – Third column, eight down
Colour – Second column, and the second red from bottom – white – red

Shorts – Style – First column at the bottom
Colour – red – white – red

Socks – Style – First set in the third column
Colour – red - white

SECOND STRIP:

Use the first strip settings, but where it's red-white-red, use white-red-white. Simple. Hey presto, you now have a makeshift Latvia team. So lets get on with the group arrangements.

TOURNAMENT SETUP

Select European Cup, and select your team first, and then arrange the rest of them in this order:

GROUP A - Portugal, Greece, Spain, Russia
GROUP B - France, England, Switzerland, Croatia
GROUP C - Denmark, Italy, Bulgaria, Sweden
GROUP D - Czech Republic, Latvia (Austria), Germany, Netherlands

And there you have it, your costless EURO 2004 experience on PES3.

AMERICA'S 10 MOST WANTED

FUGITIVE RECOVERY AGENT

HUNT OUT THE WORLD'S MOST WANTED TERRORISTS, DRUG DEALERS, MILITIA LEADERS, GUN RUNNERS AND BANK ROBBERS.

ULTRA DOJO

Welcome to the shiny new Ultra Dojo, bursting with fresh challenges, eye-boggling screenshots and fiendish advice from the Dojo masters. Get famous for your mad skillz! Send us your tape... NOW!

ALL CHANGE!

Hey you. Yes, YOU. That's right, we're not just talking to our cherished Dojo regulars who bust out 20 million point combos on *THUG* like they were buttering toast, but the charming – and may we say, quite handsome – gamer, like yourself. In today's distressingly busy world, with the pressures of work, loved ones and – let's face it – the pressing need to sit on your ass and relax – who's got 70 hours spare to break the 5 million barrier in the All Peak Jam on *SSX3*? So that's why we want you – ALL of you – the blessed readers of PSM2, who might normally flip past this incredible chunk of score-laden mastery, to help us make Dojo even better. We need your videos. We need your craziest create-a-characters. We want your silliest/favourite/goriest/sexiest moments in gaming. Dammit – we want to celebrate this wonderful thing called PS2! Read on, write in with your suggestions and let's take this to the next level.

LOOK AGAIN! DOJO REGULARS!

Apologies to all Dojo regulars who we promised to send something special – there was a technical hitch at the Ferrari factory – but please – new goodies *are* forthcoming – don't stop sending in your mad scores and unusual gaming secrets. As ever, we'll be whacking the best in the mag, with the cream of the crop decorating our DVD.

DEFINING MOMENT OF THE MONTH!

BEAUTIFUL BALL BLASTING
from Grant Barter

The boy Barter sent a whole tape's worth of club-swingery, and we salute his efforts. This is how golf should be played. In a garish jumper.

The first few shots were skilful Eagles on some of the EA golfing classic's harder courses. Then, after some very impressive chips, the hole-in-ones started coming.

If you want to take a look at the lad's skills, check out the footage on the DVD. And anyone with the game; send us a tape of your tastiest shots and your face could be staring out from this very page.

Better yet, send us a video of yourself playing real golf with a stupid hat on and a pair of tasteless checked trousers and we'll run it on the DVD. Or just pity you.

READER THROWDOWNS!

Unbeatable at games? Put YOUR high scores to the test in PSM2.

MANHUNT "Hard As Nails"

by Khalid 'Jingles' Al-Jaff
Score: 67 Kills

What I Did: Gunned down 67 hunters in *Manhunt*'s 'Hard As Nails' challenge.
Tricks? Make loads of noise and hide behind corners, popping off the hunters one-by-one as they come to investigate. Totally ruthless.

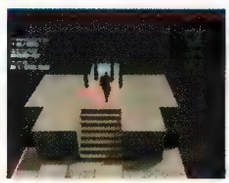
Also kicking ass...
Tom Oddie 45
Diego Manc 41
Mark Dunne 45

DYNASTY WARRIORS 3XL

by Ross 'Binbag' Bowden
Score: 2864

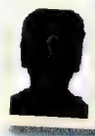
What I Did: Killed 2864 soldiers on Hu Lao Gate.
Tricks? Charge into groups of men, letting rip with spells, combos and special attacks. Keep the pace up, keep thrashing the attack button and watch the kills soar into the thousands.

Also kicking ass...
Lambert Wilkinson 4577



MGS: SUBSTANCE No Weapon Lv. 3

by James 'Koch' Ballinger
Score: 22358



What I Did: Kicked and punched my way through this *Substance* VR mission.
Tricks? Learned exactly when and where each block was going to appear and rushed through, fists flailing, without a second thought. Classic.

Also kicking ass...
Dave Dickson-Carter 4455

THUG Stage: Russia

by Tom 'Spuds' Colwell
Score: 55,857,667

What I Did: Racked up a belting score on the Russia stage.
Tricks? Followed a flawless line, mixing and matching tricks to keep the points flowing. Finished with some flatland tomfoolery. Beat that, suckers.

Also kicking ass...
Dunforth Edwards 33,434,454

MGS: SUBSTANCE Weapon AS Lv. 5

by Ethan 'Milky' Slegers
Score: 56450

What I Did: Tore through *MGS2 Substance*'s level 5 weapon assault.
Tricks? It was simply a case of timing my shots and second guessing the AI with regard to where each target was going to appear.

Also kicking ass...
Chris Tasker 56341
Joe Trowers 56145
Raphael Parkinson 45313

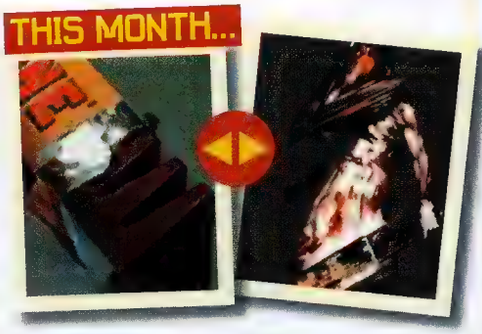
POSTCARDS FROM... VICE CITY

Vice City is a beautiful game and in light of this, we want your lush, crazy and just downright funny shots from everyone's favourite crime-'em-up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screen-shootin' device.

LOOK-A-LIKES

We want your suggestions, photos and created characters – does your dog bear an uncanny resemblance to Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...



Pyramid Head
Silent Hill 2

Toblerone
Swiss Confectionary

by Robert Evans of Bracknell
"Spot on, eh? Hmmm, but which is tastier?"

INSANE CHALLENGE OF THE MONTH

We make you do fiendish things in games. For kicks.

Every month a member of the PSM2 team challenges you to beat their craziest high scores, or top a feat of gaming madness. We'll print the best entries the month after, with exceptional achievements – or just plain silliness – appearing on the DVD.

THIS MONTH: HITMAN 2

by Jonathan Harris

This slightly worrying response to our *Hitman* challenge was pieced together by Mr Harris. He also sent video footage of him whacking the bodies around with a golf club. As you do. Can you better this grizzly enough?

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Play your PS2 and use a camera (don't cheat) and record you playing a game on the tape.

Put the tape into a padded envelope and the form (just there) into an envelope and post it to us.

PSM2, ULTRA DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
Thank God all those big scary tables have gone! I'm brilliant at games and want to show you what I can do.

And I enclose... MY PHOTO ☐ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ☐ (wound to just the right place)

Check out my tape, it's got this on it:

.....
.....
.....

And this is why – and more importantly how – I did it...

.....
.....
.....
.....

Name .....
Age .....
Address .....
.....
.....

"You are NOTHING"

Mike Balaskas, 18, Student

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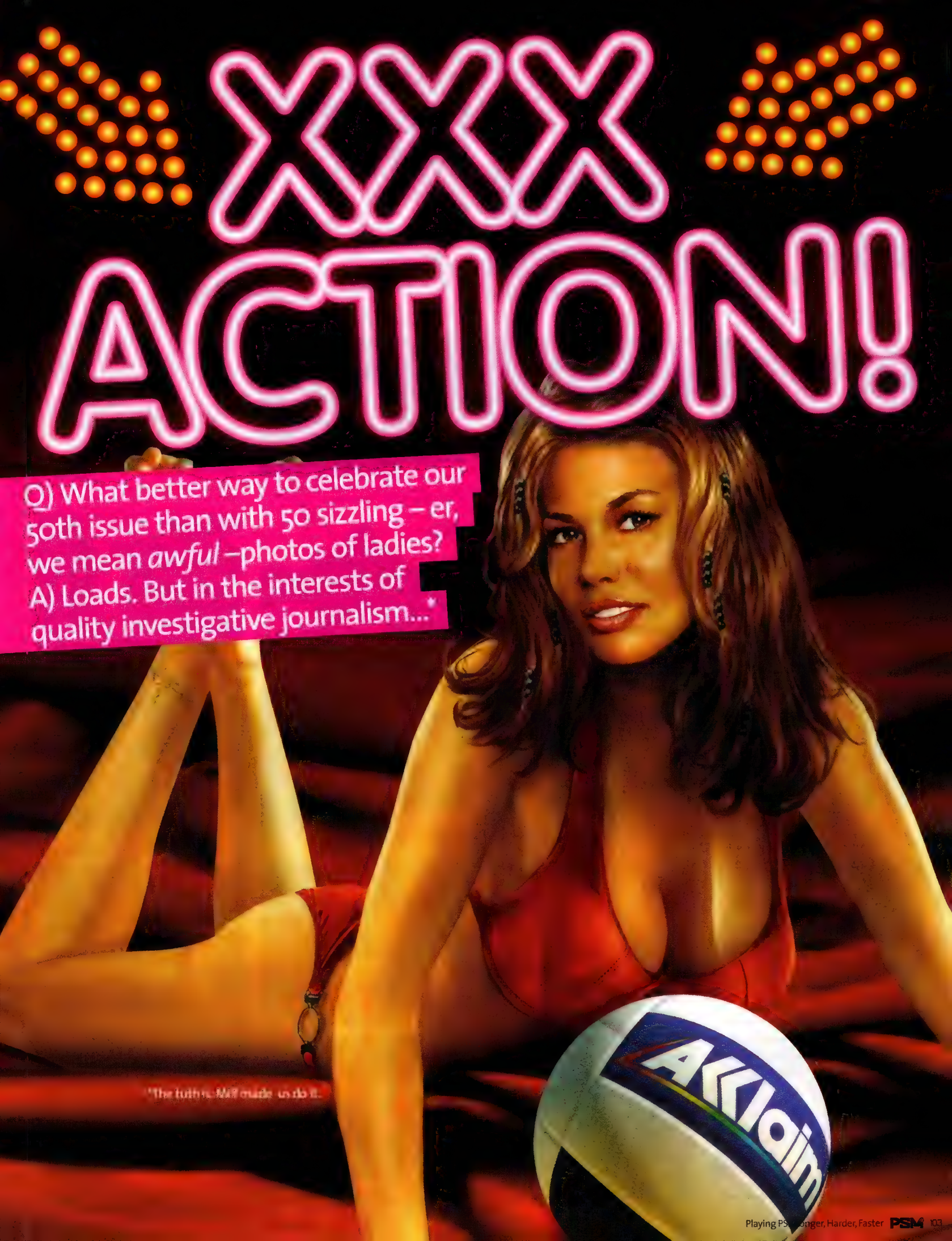
GAME

XXX ACTION!

Q) What better way to celebrate our 50th issue than with 50 sizzling – er, we mean *awful* –photos of ladies?
A) Loads. But in the interests of quality investigative journalism...*



*The truth is Milf made us do it.

XXX ACTION!

James Bond 007: Everything or Nothing

SHE'S BEEN PIERCED: Saucy rather than anything else, Bond massages a lady and gets a bonus. Yes, *bonus*.

Aggressive Inline

MORALLY THONG: Schoolgirl, skirt, pigtails. It's the most reprehensible image we've ever stared at for, like, hours.

Def Jam Vendetta

OOPS, I DID IT TOO SOON: And then they just fell over each other and all their clothes started tearing and coming off and... oooh, a zoom! Unockable girls, eh? Officially better than extra ammo or a special hat that makes you invisible.

Bloody Roar 3

WHY MUST WE ALWAYS FIGHT?: Despite their differences, she was always a sucker for a man in a long coat.

Beach Volleyball

PEACH: Volleyball is a serious, professional sport, not to be dismissed lightly. *This*, however, is a sensational arse.

BMX XXX

COCK-A-POODLE DO: You won't believe how many outraged spaniels wrote in about this.

Cy Girls

SOAKING WET: This one almost looks tasteful – soft focus! – but she's actually *buffing her hamster* furiously.

True Crime

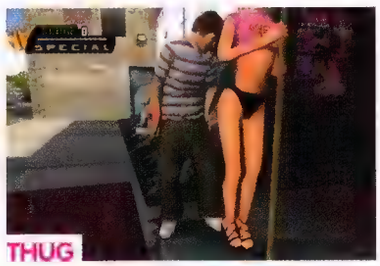
MEMORY LAPSE: "Phone? Keys? Did I leave the gas on? I feel like I've forgotten... library book! Yes. I'm so silly."

ATV Quad Power Racing 2

GYNAEQUADLOGICAL: 9.00pm, BBC1. Celebrity doctors attempt to diagnose venereal diseases passing at 50mph.

Def Jam Vendetta

KISS MY ARSE: Look, they're chowing down like *starving tramps*. They obviously love each other very much.

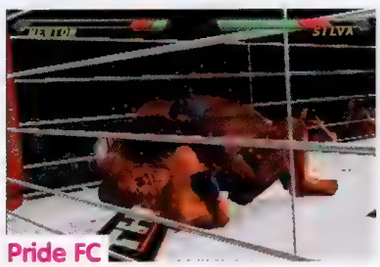


THUG

RIGHT BEHIND YOU: PSM2's own Dan D hones his pulling technique. "Woooaaargh! If I may be so bold."

Red Ninja

RIDE ME LIKE AN ENRAGED BUFFALO: "Yee hah! Giddyup! Lick that blurry floor texture! And so on! "



Pride FC

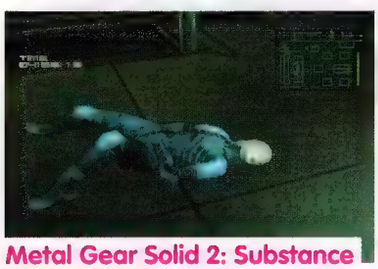
IN THE NAME OF LOVE: Slowly, each kick becomes softer, each punch less angry, each touch... longer.

Clock Tower 3

'ELLO PRECIOUS: Dirty Den's webcam antics were far more extensive than anyone really realises.

Lowriders

SPRAY MY BONNET: She only did these shots to help pay for a longer beach towel. Because of the cramps.



Metal Gear Solid 2: Substance

HAS IT COME TO THIS?: *You* might not find military bases this exciting, but you're not wearing rubber either.

Britney's Dance Beat

ON GOLDEN BLONDE: Doris Spuntzwisp gets £93,000 a year to be Britney's mobile toilet. She still can't believe it.

SmackDown! Here Comes The Pain

BUT FIRST, THE PLEASURE: Are these the most clumsy and rubbish lesbians ever? Our research says yes.

Manhunt

ZZZZ: Pushing a swan's head under its wing makes it sleep. With clowns, lightly tickle their testicles.

Jojo's Bizzarre Adventure

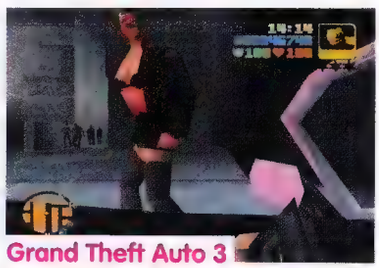
SLIGHT UNDERSTATEMENT: Original title? 'Jojo's Train-Based Bananahead Ribbed Crutch-Stretching Adventure.'

Silent Hill 2

NOT RIGHT: Imagine Rolf Harris reaching orgasm with Yul Brynner's skeletal head. It's still not as bad as this.

SSX3

PEANUT SMUGGLER: It's obviously not quite as *cold* as it looks. If you catch our drift. Nipples? Poking? See? No?



Grand Theft Auto 3

CHAV 'N' DAVE: Sorry, not a screenshot but a stag night photo from the Isle Of Wight. She's not bad, considering.

GIRLS! GIRLS! GIRLS!

SmackDown! Shut Your Mouth

AND OPEN YOUR FLIES: You should see her eating strawberries at Wimbledon. Even Cliff Richard stopped singing and gaped.

Mr Moskeeto

STAKE MY WIFE: Suddenly, she felt a small prick on her left breast. Thangyou very much you've been great.

The Sims

SPECIALIST: Those of you with a fetish for one-and-a-bit-legged girls hopping in half a bathroom – satisfied?

Backyard Wrestling

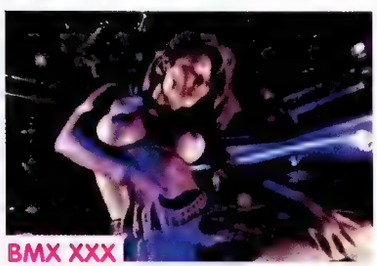
BOING, THUD: This pic was taken just seconds after heartless thieves stole Wendy's Spacehopper.

Tekken 4

HEY HEY!: Sometimes, the absurdity of what we *do* for a living just comes crashing down on us. Now, for instance.

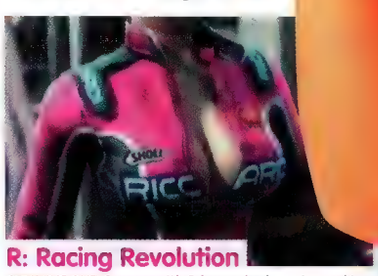
Tomb Raider

SHE'S BLOWN IT: Definitive proof – *Angel of Darkness* sucks. Fat men. In greenhouses.



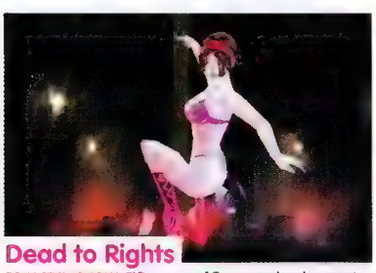
BMX XXX

NEARLY THERE: Oh, the irony. We thought we'd finally got some real breasts on PS2. But they're not real at all.



R: Racing Revolution

CLEAVE IT OUT: Some say it's Schumacher's genius making F1 so dull. We say it's his lack of rounded, quivering breasts.



Dead to Rights

BREAST IN SHOW: Fifty years of fly paper development has made it particularly powerful.

The Getaway

TITS UP: "For Christ's sake, love [bang], get yer bra on 'n' [bang bang] make me a [bang] cup of [bang] tea [click]."

Tekken 4

EATS, SHOOTS AND LEAVES: A classic moment from TV gameshow Catchphrase: *Host:* "What do you see?" *Contestant:* "Is it, 'A bear in trainers sodomising a panda' is worth two in the bush?" *Host:* [long pause] "No."

XXX ACTION!

GTA: Vice City

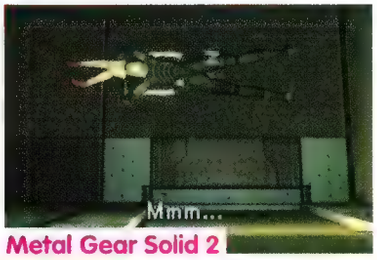
SEX AND DEATH: We applaud this peaceful and healthy use of a sniper rifle and award it several imaginary prizes.

Soul Calibur 2

P.E IN YOUR PANTS: All joking aside, this is actually quite arousing. No, really. Honestly. Seriously. Straight up.

Gumball Rally 3000

NOT SAYING SHE'S STUPID, BUT: A 'position achieved successfully' award? That's hardly contortionism, is it?



Metal Gear Solid 2

ASLEEP ON THE JOB: Face it, girls just aren't Raiden's strong suit... secretly he dreams of truckers.

Kengo

FRANKLY THAT'S JUST STRANGE: This picture raises more questions than it answers. Difficult questions.

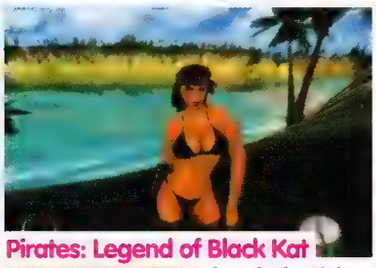
I WANT TO SLEEP. TO FORGET.
TO CHANGE THE PAST
UNLIMITED AMMO AND A LICENSE TO KILL
RIGHT THEN, MORE THAN ANYTHING, I WANTED HER.

Max Payne 2

TASTE MY JUDDERY LOVE: You can see the rubbish movie influences – they're having sex while fully clothed.

Lara Croft Tomb Raider: The Angel Of Darkness

DOG'S ARSE: "So the 'lost' artefact is 'hidden' behind an obvious panel somewhere around here. If only I can find the giant lever to access it... oh, Fido! How I remember that warm nose of old! But you mustn't... I can't... oh, *Fido*..."

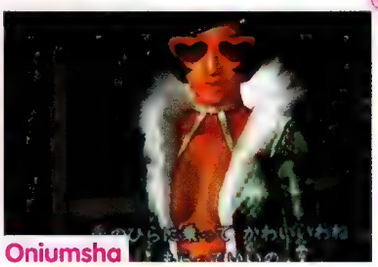


Pirates: Legend of Black Kat

DAMN YOUR TINY CLOTHES: So far, no *foo-foo*. Why? Is digital pubic hair really so wrong? Even just spider legs?

Final Fantasy 10

REVELATION: "And I think when I turn round, you'll be forced to admit that I am not, in fact, Kevin after all..."



Oniumsha

THE GIRL THAT TASTE FORGOT: Either she's on drugs, we're on drugs or Elton John is on great drugs. Not sure.

True Crime

AURAL SEX "Like a viiiiiiiiirrrginnnn, with your HEARTbeat... next to miiiiiiieeeeiiieeeliieeeennnne"

Fifa 2003

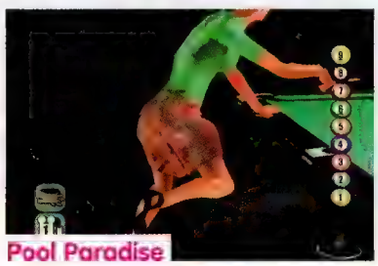
BLUE CARD: "Hey, it *does* make your leg stick out and vibrate like a Hummingbird's wing! Brilliant, mate!"

Metal Gear Solid 2

CAM AGAIN: In the absence of real girls to harass, why not take intrusive pictures of posters? It's a free country.

SOS: The Great Escape

GREAT ARSE-SCAPE: Hello, and welcome to the bottom of the barrel. Kind of dowdy, this one. Sorry.



Pool Paradise

EH?: Look, we didn't pick this one. Clearly somebody feels she's got quite stunning ankles. But who? WHO?

BMX XXX

IRRESPONSIBLE: How can they show such images to kids? She should be wearing an approved safety helmet.

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LUV IS COOL - system of life	113985	LETS GET IT STARTED - black eyed peas	113232
F.U.R.B - frankee	113917	JIGGA JIGGA - scooter	113891
INSANIA - peter andre	113590	NOW WE ARE FREE - gladiator feat izzy	113918
MASS DESTRUCTION - faithless	113959	CRUSH - paul van dyk	113866
MY BAND - d12 #	113795	ON MY KNEES - the 411	113925
CAUGHT IN A MOMENT - sugababes	113979	MUSICOLOGY - prince	113915
3 AM - busted	113975	BREAKING THE HABIT - linkin park	113955
CHOCOLATE - kylie minogue	113977	BUBBLIN' - blue	113980
ROSES - outkast	113806	SEE IT IN A BOY'S EYES - jamelia	113983
TAKE ME TO THE CLOUDS ABOVE - lmc	113456	NO PRESSURE - lemar	113984
BURN - usher	113800	IN THE PARK - demon feat awa	113958
YOU'RE FIT BUT DON'T YOU KNOW - steps	113880	DING DONG SONG - gunther & sunshine girls	113962
TRICK ME - kelis	113804	TOUCH ME - angel city feat lara mcallen	113969
EVERYBODY'S FOOL - evanescence	113833	IT CAN'T BE RIGHT - 2 play ft. raghav	113973
LAST DROP - kevin lyttle	113914	DOWN - blink 182	113944

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CHART

TOXIC - britney spears #	113429
MYSTERIOUS GIRL - peter andre #	113581
SUPERSTAR - jamelia #	113665
5 COLOURS IN HER HAIR - mcfly	113743
LAST TO KNOW - pink	113807
AIR HOSTESS - busted	113414
MANDY - westlife #	113228
CRASHED THE WEDDING - busted #	113151
I COULD BE THE ONE - stacey orrico	113578
WHAT ABOUT ME - shannon noll	113625
BREATHE EASY - blue #	113599

HIP HOP

HEY YA - outkast #	113176
P.I.M.P - 50 cent #	112599
THE WAY YOU MOVE - outkast #	113173
WANNA GET TO KNOW YOU - g-unit	113003
CH-CHECK IT OUT - the beastie boys	113936
HEY MAMA - the black eyed peas #	113460
MILKSHAKE - kelis #	112895
SHUT UP - the black eyed peas	113123
THROUGH BA WIRE - kanye west	113622
SLOW JAMZ - twista feat kanye west	113427
IF I CAINT - 50 cent	112985
SHE WANTS TO MOVE - n.e.r.d	113539
GANGSTERS PARADISE - coolio #	111128
8 MILE - eminem #	112378
X GONNA GIVE IT TO YA - dmx	112617
FORGET ABOUT DRE - dr dre	111139

DANCE

[illegible]	[illegible]
HEAR MY NAME - armand van helden	113427
COME WITH ME - special d	113678
NO MATTER WHAT YOU DO - timmy thomas	113575
ALONE - bob o kaan	113968
FLY ON THE WINGS OF LOVE - [illegible]	[illegible]
FEELING FINE - ultrabeat	113268
SURRENDER - lasgo	113848
PRETTY GREEN EYES - ultrabeat	112877
I LIKE IT - narcotic thrust	113044
SOMEBODY TO LOVE - boogie pimps	113359
RHYTHM IS A DANCER - snap vs dj stone #	112485
SATURDAY NIGHT - whigfield	113626
WAVE OF SUMMER - dj sammy	112387

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SWING LOW SWEET CHARIOT #	113188
FLOWER OF SCOTLAND - lulu	113113
JERUSALEM - lesley garrett	113117
LAND OF MY FATHERS	113110
TIME HAIKA	113119

CLUB CLASSICS

I CAN'T HELP MYSELF - [illegible]	112956
INSOMNIA - faithless #	111569
SANDSTORM - darude	111290
PUSH THE FEELING ON - nightcrawlers	113971
LET ME BE YOUR FANTASY - baby d #	113015

REGGAE

TUMI ME ON - [illegible] #	113188
I'M STILL IN LOVE - sean paul ft sasha #	113418
DUDE - beenie man feat mc thing	113702
MR WOMAN NO CRY - bob marley #	111267
GET BUSY - sean paul #	112634
LIKE GLUE - sean paul #	112705

ROCK

SWEET CHILD O MINE - guns n roses #	111250
THIS LOVE - maroon 5	113042
BLACK BETTY - spiderbait	113761
RAT OUT OF HELL - meat loaf #	111280
I BELIEVE IN A THING... - the darkness	112772
NOVEMBER RAIN - guns n roses #	112536

RUDE

F*** IT (DON'T WANT YOU BACK) - eamon #	113519
I DON'T WANT TO KNOW - mario winans	113905
YEAH - usher feat lil jon & ludacris #	113546
WHERE IS THE LOVE - black eyed peas #	112890
DIP IT LOW - christina milian	113002
NAUGHTY GIRL - beyonce ft. fat joe	113262
BABY BOY - beyonce [illegible] #	112633
THANK YOU - [illegible]	[illegible]
HOTEL - cassidy feat r kelly	113514
BREATHE - blu cantrell feat. sean paul #	112521
WHAT'S IT LIKE - jagged edge	113970
IGNITION - r kelly #	112583
FRONTIN - pharrell williams feat jay z	112855
I BELIEVE I CAN FLY - r kelly #	113068
ME MYSELF AND I - beyonce [illegible] #	[illegible]
ALL I HAVE - jennifer lopez feat ll cool j	[illegible]

ESSENTIAL

IN DA CLUB - 50 cent #	112440
SATISFACTION - benny benassi #	112751
HEAVEN - dj sammy #	112239
DILEMMA - nelly feat. kelly rowland #	112221
CRAZY IN LOVE - beyonce knowles #	112707
THE LOGICAL SONG - scooter #	111805
LOSE YOURSELF - eminem #	112298
CASTLES IN THE SKY - ian van dahl #	111270
A LITTLE LESS CONVERSATION - elvis vs jxl #	111457
BECAUSE I GOT HIGH - afroman #	111454

FOOTBALL

GLORY GLORY MAN UNITED	111353
MILLWALL FA CUP SONG - YOLAND - dropkick	113981
ALL TOGETHER NOW - the farm	113982
SOCCER AM CATWALK - jason knight	112559
YOU'LL NEVER WALK ALONE #	111351
MATCH OF THE DAY	111126

CULT

SCOOBY DOO	111142
BANANA SPLITS	112578
WINNIE THE POOH	111613
THE LITTLEST HOBO	113081
HONG KONG PHOOEY	113942
LOONEY TUNES	111151

TV

THE SIMPSONS	111132
ONLY FOOLS AND HORSES	111359
MISSION IMPOSSIBLE	111121
EXORCIST	111871
ROCKY - jogging theme	112481
BAD GIRLS	113624
FOOTLOOSE	112437
THE OC - [illegible]	[illegible]
GOOD BAD ARE YOU - [illegible]	[illegible]
SING SING SING - GOMEZ & ATTEN	113471
DIRTY DANCING	111369
PHOENIX NIGHTS	112364
AXEL F - beverley hills cop	114901
PHAT PLANET - GOMEZ	[illegible]
SEX AND THE CITY	[illegible]
THE A TEAM	[illegible]
HAPPY DAYS	[illegible]
BENNY HILL	[illegible]
KNIGHT RIDER	[illegible]
STAR WARS	111125
PINK PANTHER	111133
HARRY POTTER	111648
ROCKY	111141
FRIENDS - [illegible]	[illegible]

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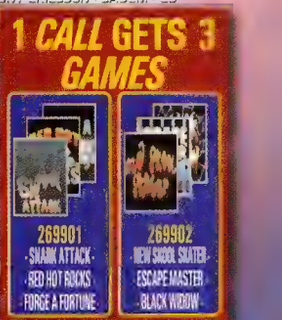
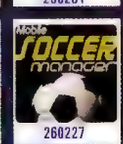
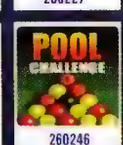
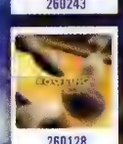
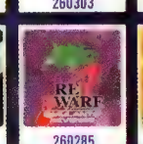
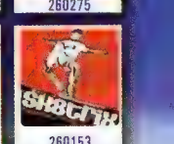




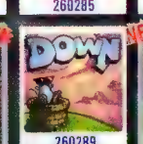








Step up to the board and play the classic game of darts on your mobile phone. One in a series of themed games developed by IOMO, Pub Darts totally recreates the experience of playing the local right down to the chalkboard and the pub landlord.



Steve Davis Snooker is an exciting recreation of the sport for mobile phones. Featuring all the rules, strategy and fun to be found in the real game, players will have a choice of training, single match or trick shot games, plus the option of a two player head to head competition

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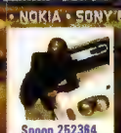
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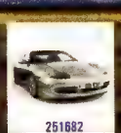
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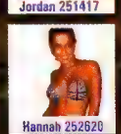
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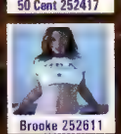
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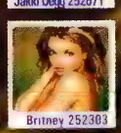
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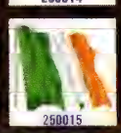
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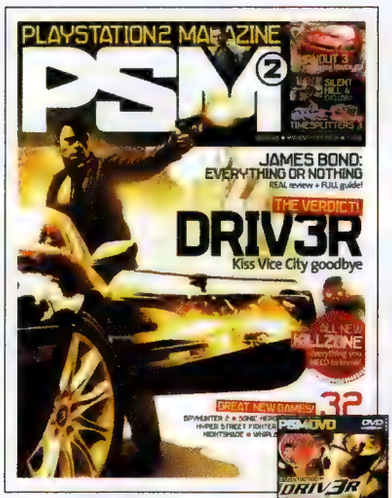

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Next

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The people behind *Killzone* unleash their gritty first game – PSM2 tests their mettle with the no-holds-barred INDEPENDENT review.

GTA: SAN ANDREAS

Pimp-mobiles and gangsters on bikes terrorising LA, San Fran *and* Vegas! It's (maybe) better than breathing! Latest shots and news.

PSP DETAILS AND GAMES!

Everyone at E3 was gobsmacked by the PSP. Next month we'll have the lot on Sony's pocket rocket.

You want more?! We'll have reviews of Splinter Cell: Pandora Tomorrow, Harry Potter and the Prisoner of Azkaban and Hands-On with THUG2. PLUS every trailer from E3 on the DVD!

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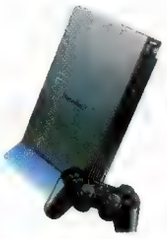

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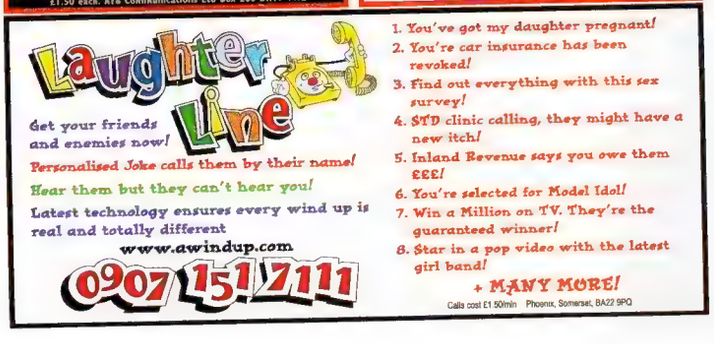
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PRESS RELEASE

E3 2004: SLOANY-CONE ARMY GAMES ANNOUNCES SEQUEL TO MILLION-SELLING SEQUEL TO MILLION-SELLING GAME FROM AGES AGO.

RYDE, THE ISLE OF WIGHT, JUNE 39TH 2004 - Sloany-Cone Army Games Inc. Incorporated (Inc.) (SLAG, Nasdac 4895) is proud to announce what everyone's already guessed, namely that a sequel to the highly successful Solid Cryzone Under-Gran Mercenary Zero: Ragdoll Physics will be rushed out in time for the holiday season. The game is in the final stages of development and features all the latest fads, though massive slippage is expected to render at least 50 percent of these redundant by the time of its summer 2005 shipping date.

"Several of our beta testers physically exploded when playing the game," said Sloany-Cone Army CEO and Financial Officer Pickford C. Outspan, "And all gamers have been crying out for this most important of licenses for over 1000 years. We're extremely proud to continue working closely with [Judith, can you check this?] and I can confidently state, without a shadow of a doubt, that Mr Outspan only cursorily glanced over these words before OK-ing them. I am also a fat prick."

Solid Cryzone Under-Gran Mercenary Zero: Gritty World Tour 3 (non-working title) is set in Vietnam during World War II, and sees the series take a darker, more adult direction in a gritty urban squad-based world of deception, intrigue and customisable 'pimp-ass' cars. "If we print a features list," continued Mr Outspan's secretary's PR's secretary - an attractive and personable (single) blonde lady with laughing eyes - "surely those lazy print mag twats will just regurgitate the whole thing? We'll get loads of coverage despite having leaked all their 'exclusive' shots onto the net just seconds after sealing the deal. Plus a load more and some good art we never even mentioned."

SO FAR, ALL THESE FEATURES HAVE BEEN UNCONFIRMED:

- The mind controlling Mercenary of Bling, Cal Jolson is back! And he's hungry - stalk, hunt and kill terrified victims for food. Severed heads turn into cans which can be stored in The Fridge (the hollowed-out corpse of the famous American football player) for consumption later. But don't overeat! Cal will get fat for no discernable gameplay reason at all.

- Revolutionary massively multi-player online 'Bethmatch' for up to 16 (8) players.

- All the latest official stats and player rosters endorsed by FIFATWAT(r)(c).

- A new 'Skate or Plate' Arcade mode features Jake Nuke or Xtina Sassy - two new fully playable characters with Havoc Physics(tm) enabled breasts and jowls.

- Gamers will be able to stealth through over seven levels of gritty Vietnamese jungle full of urban buildings in a selection of licensed supercars, including the Subaru Impreza STi Turbo, throwing crates at time-travelling mob bosses using little more than the power of thought, for little discernable reason.

- Recruit and train a squad of idiots who'll run right into your line of fire and fail to protect themselves in the most depressing ways.

- Players will also fully hear the fully licensed rap soundtrack that includes classic cuts from G-Whi3z, Spud-fuc, Nelle Choorooba and Grandiddy Kok. Despite never having heard of any of these, you should all pretend you have in case they're really cool and you look naff and old.

- Downloadable cool maps, cool characters, cool tree barks and other cool content that will simply never appear despite our breathless claims.

- If it turns out Snake isn't really the real Solid Snake, then Cal is.

- As part of our continuing commitment to semi-comedic half-arsery, the game has been stolen and is widely available on the internet already.

AGE RATING: TBA
PRICE: TBC
RELEASE DATE: 2006 (or 2007...)
PLAYERS: @£$!%*&?
DEVELOPER: N/A
PUBLISHER: TBC
PR CONTACT: DOA

ABOUT SLOANY-CONE ARMY:
Based in Ryde simply because there's a nice boat that goes there, Sloany-Cone Army has a long and illustrious history of producing crap games only internet fanboys remember before accidentally signing up something that sold more than 100 copies. Since then it's been furiously 'leveraging' this 'key franchise' or that 'agenda-setting' crud at the rate of one game every six minutes.

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Conflict: Desert Storm 2
Corvette
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crimson Sea 2
Crush Hour, WWE
Cy Girls

D = 0 4
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Disney Golf
Disney's Dinosaur
Disney's Kingdom Hearts
Dot Hack
Downhill Domination
Dr Seuss' The Cat in the Hat
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
Driver 3*
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Enter the Matrix
Escape from Monkey Island
Everquest Online Adventure
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination
Extreme G3
Eye Toy: Play

F = 0 6
Fallout:Brotherhood of Steel
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Fisherman's Challenge
Forbidden Siren
Formula 1 2001
Formula 1 2002
Freedom Fighters
Freestyle Metal X
Frogger's Adv.: The Rescue
Fugitive Hunter
Futurama

G = 0 7
G1 Jockey
Getaway
Ghost Hunter
Ghost Recon
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Gran Turismo 3
Gran Turismo 4 Pro. Ed.*
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia Xtreme
Great Escape
Guilty Gear X2
Gumball 3000

H = 0 8
Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption*
Here Comes The Pain
High Heat Baseball 2002
Hitman 2: Silent Assassin
Hitman 3: Contracts*
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter: Reckoning Wayward

I = 0 9
Incredible Hulk
Indiana Jones: Emp.'s Tomb
I-Ninja
Inter. Superstar Soccer 2

J = 1 0
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jet Li's Rise to Honor
Jikkyou World Soccer 2000
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
Just Bring It

K = 1 1
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
Kya: Dark Lineage

L = 1 2
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Action
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lowrider

M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2002
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Mission Impossible:O.Surma
Mobile S.Gundam:F vs Zeon
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP 2
Moto GP 3
Mr Golf
MTX Mototrax
Mummy Returns
MX Rider
MX Superfly
MX Unleashed

N = 1 4
Naval Ops:Warship Gunner
NBA Ballers
NBA Jam 2004
NBA Live 2003
NBA Street Volume 2
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL 2003
NFL Street
NHL 2003
NHL 2004
Nightfire
Nightshade
No One Lives Forever

O = 1 5
Onimusha: Warlords
007 Nightfire
007: Everything or Nothing
Operation Winback

P = 1 6
Pac-Man World 2
Penny Racers
Pitfall Harry
Pool Master: Q-Ball
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Zero
Project Zero 2

Q = 1 7
Quidditch World Cup

R = 1 8
Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return of the King
Return to Castle Wolfenstein
Riding Spirits
Rise to Honor
Road Rage
Roadkill
Robot Wars
Rocky
Rogue Ops
Rom. of Three Kingdoms 8
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rune: Viking Warlord

S = 1 9
S'bob S'pants: Bikini Bottom
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Seven Samurai 20XX
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Silent Hill 2
Silent Hill 3
Silent Scope
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Splashdown
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Suffering
Summer Heat Volleyball
Summoner
Summoner 2
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia

T = 2 0
Tak and the Power of Juju
Tarzan Freeride
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Fast and the Furious*
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Matrix
The Mummy Returns
The Return of the King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
True Crime: Streets of LA
Turok, Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1
Urban Freestyle Soccer
US Navy Seals, SOCOM

V = 2 2
Vampire Night
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3
War of the Monsters
Warhammer: Fire Warrior
Way of the Samurai
Weakest Link
Whiplash
Wild Arms 3
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Championship Rugby
World Rally Champ.2 Extr.
World Rally Championship 3
Worms 3D
Wrath of Cortex
Wrath of Heaven
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4
X-Files: Resist or Serve
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Y = 2 5
Yu-Gi-Oh! Duel Mon.2
Yu-Gi-Oh! D. of Roses

Z = 2 6
Zapper
Z.O.E.: 2nd Runner

0-9 = 2 7
007 A. Under Fire
007 Ev. or Nothing
007 Nightfire
13 (XIII)
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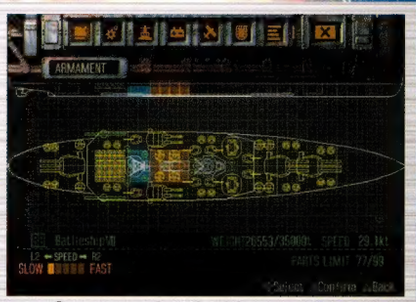

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